THE UK'S BESTSELLING PLAYSTATION 2 MAGAZINE

issue012/october2001/£4.99withdisc

PlayStation.2

OFFICIAL MAGAZINE-UK

PlayStation.2 012

OCTOBER 2001/FINAL FANTASY X: THE SAGA CONTINUES/SEGA'S GAMES FOR PS2/ON LOCATION WITH THE MAKERS OF STUNTMAN/WIPEOUT FUSION/TOCA RACE DRIVER/SSX TRICKY UNCOVERED/PREVIEWED: WWF SMACKDOWN! JUST BRING IT!/GRAND THEFT AUTO 3/SPLASHDOWN/BURNOUT/DROPSHIP/MORE/REVIEWED: PROJECT EDEN/DAVE MIRRA FREESTYLE BMX 2/SPY HUNTER/TWISTED METAL: BLACK/FREAK OUT/THIS IS FOOTBALL 2002/MORE

FINAL FANTASY X

ON LOCATION WITH SQUARE'S REVOLUTIONARY RPG

"THERE'S NO WAY WE'RE GONNA MAKE THAT BRIDGE..."
From the makers of Driver comes the bone-breakin' **Stuntman**

BETTER THAN SSX
Faster, louder, harder, stronger – exclusive shots of **SSX Tricky**

20+ PAGES OF THE BEST REVIEWS
PROJECT EDEN/DAVE MIRRA FREESTYLE BMX 2
THIS IS FOOTBALL 2002/FREAK OUT/SPY HUNTER
TWISTED METAL: BLACK/THUNDERHAWK/MORE

INCOMING! ALL THE HOTTEST PS2 GAMES!
WWF SMACKDOWN!/THE TERMINATOR
GRAND THEFT AUTO 3/SPEEDBALL
TOMB RAIDER/BURNOUT/MALICE
Plus **WORLD EXCLUSIVE SHOTS** of Sega's PlayStation 2 line-up!

BACK TO THE FUTURE
WipEout returns – and it's faster than ever!

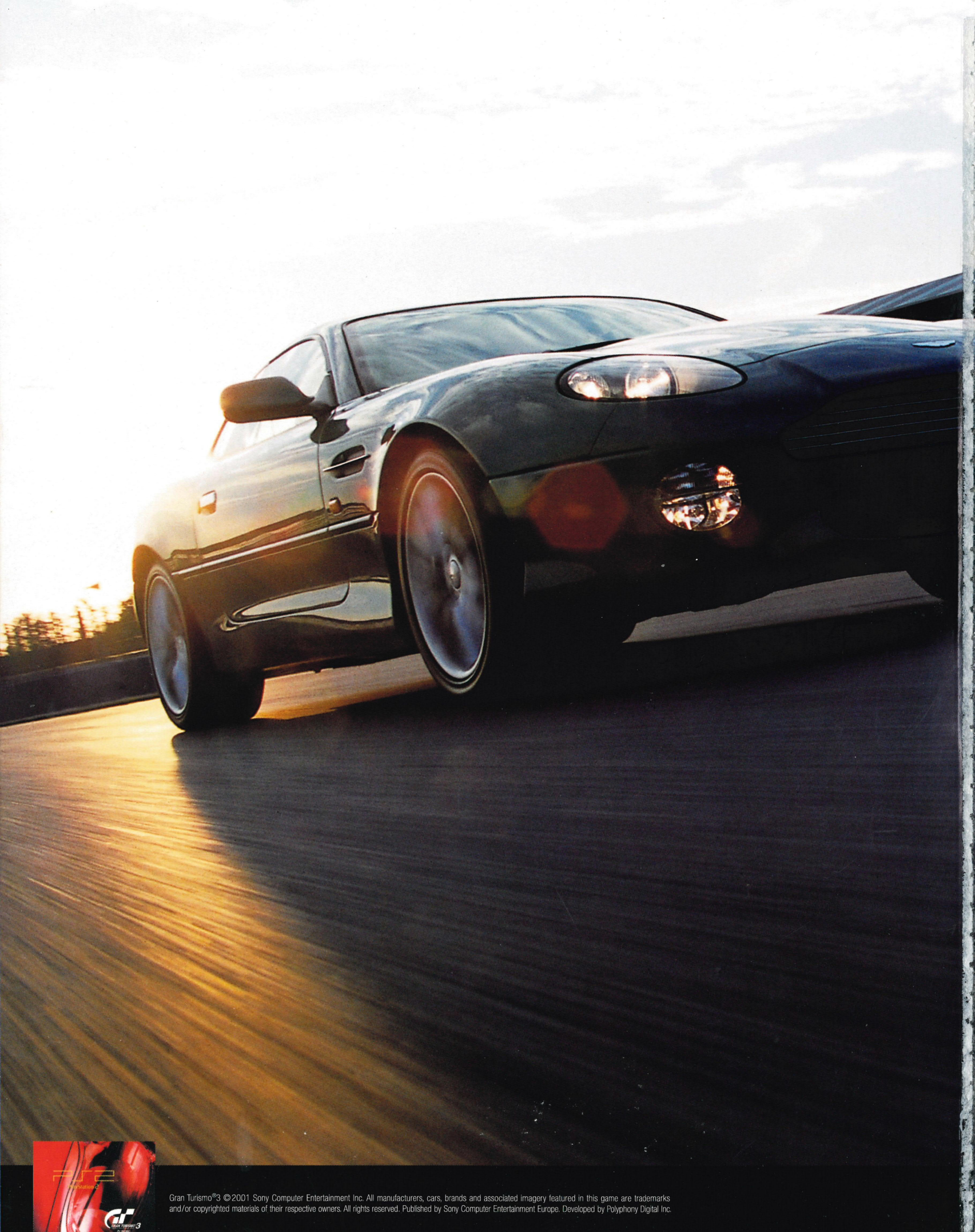
GT3 TIPS SPECIAL! **BE A BETTER DRIVER NOW!**

GRAN TURISMO 3: THE *OFFICIAL* GUIDE
Play the world's best racer like a pro – expert help straight from the makers!

future publishing
Media with passion

OCTOBER 2001 £4.99

9 771472 312007 10



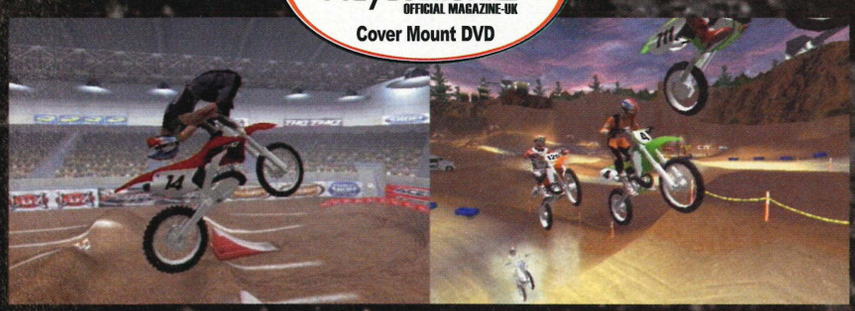
Gran Turismo®3 © 2001 Sony Computer Entertainment Inc. All manufacturers, cars, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Polyphony Digital Inc.

We'd like to acknowledge that the graphics in GT3 are nowhere near the standard of this photograph. They're far better.
PlayStation2/GT3 racing pack now available.
www.uk.scee.com/gt3
GRAN TURISMO 3
THE REAL DRIVING SIMULATOR
A-spec
150 cars, all with faithful styling, handling, and sound effects!
The most realistic racing game ever! Unbelievable graphics!
No exaggeration.
PlayStation 2
THE THIRD PLACE

BOARD STUPID?
GET A BIKE!

September 2001

Full Playable Demo
On Next Months
PlayStation.2
OFFICIAL MAGAZINE-UK
Cover Mount DVD



Hit the dirt and express yourself as **MX2002** featuring **Ricky Carmichael** takes you beyond extreme. Whether racing against the world's best on **25** adrenaline fuelled courses or pulling freestyle moves that defy gravity, **MX2002** featuring **Ricky Carmichael** will make your jaw drop, fly you higher than a hawk and be the wildest ride of your life!

www.thq.com/mx2002

www.britmx.com

THQ

PlayStation.2

MX2002 featuring Ricky Carmichael

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. MX 2002 featuring Ricky Carmichael Game and Software - © 2001 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. Developed by Pacific Coast Power and Light Company.

PlayStation®2
OFFICIAL MAGAZINE-UK

ON THE COVER
OPS2 investigates the myth surrounding *Final Fantasy X*, the latest and greatest in Square's venerable role-playing series.

ISSUE 012/OCTOBER 2001

GAME REVIEWS

098 **PROJECT EDEN**
Find paradise with this groundbreaking squad-based adventure from the original *Tomb Raider* team.

102 **DAVE MIRRA FREESTYLE BMX 2**
Can the sequel to the number one PSone stunt game steal a march on Mat Hoffman?

104 **THUNDERHAWK: OPERATION PHOENIX**
Core Design gets its chopper out for a campaign of authentic anti-terrorist attacks.

106 SIR ALEX FERGUSON'S PLAYER MANAGER 2001
110 SPY HUNTER
112 TWISTED METAL: BLACK
115 THIS IS FOOTBALL 2002
116 MX 2002 FEATURING RICKY CARMICHAEL
119 FREAK OUT

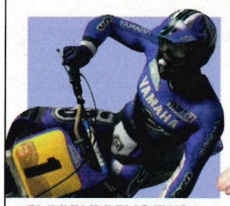
LIFE CONTAINS ENOUGH EMBARRASSMENTS WITHOUT YOUR MOBILE BEING ONE.

Get the latest stylish mobiles on BT Cellnet Pay & Go.™

ON THE DISC

THE HUGE *SOUL REAVER 2* DEMO IS JUST ONE OF FIVE PLAYABLE DEMOS ON OUR BIGGEST EVER DVD!

PLAYABLE DEMO ONE/
SOUL REAVER 2
Sink your teeth into this spooky sequel – two whole months before the game hits the shops!



PLAYABLE DEMO TWO/
MX RIDER
Sample motocross and supercross in this stunt bike simulation.

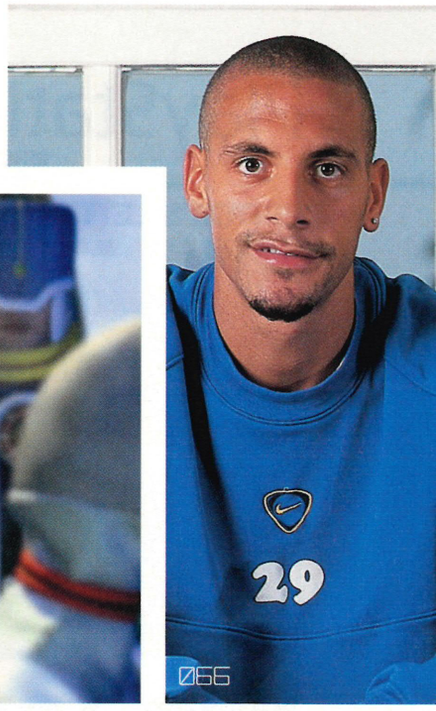
PLAYABLE DEMO THREE/
THIS IS FOOTBALL 2002
How does SCEE's soccer title fare against *FIFA*?

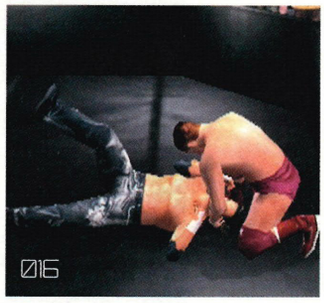
PLAYABLE DEMO FOUR/
PORTAL RUNNER
Army Men's Vikki gets to star in her own adventure. Play it here first.

PLAYABLE DEMO FIVE/
SPY HUNTER
See how Midway has updated this retro classic for a new generation.

PLUS/**VIDEO PREVIEWS OF:**
AirBlade, Dark Cloud, Jak And Daxter, WipEout Fusion and more...

»**FULL DETAILS: PAGE 12**





FEATURES

066 **THE PS2 INTERVIEW: RIO FERDINAND**
England's most expensive defender chats to *OPS2*.

068 **THE PS2 INTERVIEW: TETSUYA MIZUGUCHI**
Inside the mind of the man behind *Sega Rally* and *Rez*.

072 **ARE YOU GOOD ENOUGH?**
WipEout Fusion: the space race series just got a whole lot better. The question is, have you?

076 **DON'T TRY THIS AT HOME...**
Playing the fall guy with *Stuntman*, another future classic from the makers of *Driver*.

082 **BETTER THAN SSX**
PS2's snowboarding sensation returns in the spectacular guise of *SSX Tricky*.

088 **LIFTING THE VEIL**
Your introduction to the game that's been outselling *GT3* three-to-one in Japan. Welcome to *Final Fantasy X*...

GAME PREVIEWS

016 **WWF SMACKDOWN! 'JUST BRING IT!'**
Grapple with our exclusive preview of one of the year's biggest games.

020 **AIRBLADE**
Criterion Studios' hotly-tipped hover board stunt game finally zooms into view.

024 **GRAND THEFT AUTO 3**
Dope dealin', cash stealin', tyres squealin' – what more can you ask from a game?

026 **ESPN X GAMES SKATEBOARDING**

028 **SPLASHDOWN**

030 **BURNOUT**

032 **DROPSHIP**

034 **SMUGGLER'S RUN 2**

037 **KLONOA 2**

REGULARS

008 **Editor's Letter**

010 **Contributors**

041 **Spy**
All the very latest happenings in the world of PS2.

070 **Next Month**

120 **PSone Reviews**
The Italian Job and the best PSone releases.

122 **Media**
The Stanley Kubrick Collection reviewed on DVD, plus an exclusive interview with George Lucas.

128 **HardCore**
Part one of our exclusive *Gran Turismo 3* official tips guide, plus more *Red Faction*.

134 **Subscribe**
Save 10% and have your copy of *OPS2* delivered to your door.

136 **Postal**
From you to us with words.

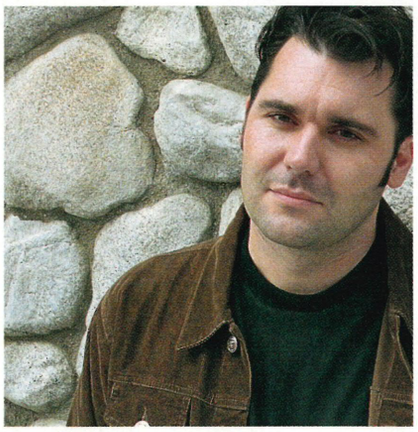
144 **Competitions**
Win tickets to the Champions League final.

146 **What If?**
What if girls played PS2 more than boys?

DON'T TRY THIS AT HOME

MAKIN' BUCKS AND BREAKIN' BONES WITH *STUNTMAN* – FULL GAME DETAILS REVEALED! **PAGE 076**

EDITOR'S LETTER



We love you

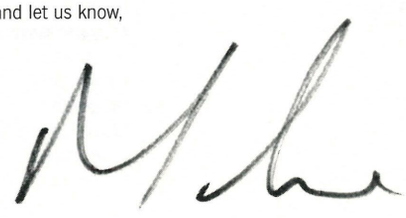
As titles go, 'we love you' could be construed as just a wee bit schmaltzy but this is no cheap ploy (or excuse to get a Stones song as a header). This is what I can only describe as a bloody great smacker to each and every one of you who've once again made us the bestselling PlayStation 2 magazine in the land. We were top last year and, as the latest set of circulation figures prove, we still are thanks to 82,109 of you beautiful people buying this here mag. So thanks. Thanks very, very much.

"But," we hear you cry. "But what do we get apart from a promise of love and a thank you? Surely we deserve more for our loyal support?" Indeed you do, and that's why we've had a bit of tinker this issue to make *OPS2* even better. Our Spy section has been given a makeover with new regulars and an update section that tracks what's happening to the biggest games as they reach the end of development. We've also spruced up the back of the magazine, with a new Surgery section in which Fitz will cure your gaming ills, we've added a text message feature to our Postal pages (SPK YR BRNS TO US ON 07764 75886), increased our HardCore tips arena (check out our official *Gran Turismo 3* guide on page 128) and generally given everything a bit of a spring clean. Oh, and if you're a footy fan, turn to page 144 where you can not only win first-class tickets to the Champions League final, but win the shirt off Rio Ferdinand's back.

But beyond all the new house colours and saucy fonts, our real thank you this issue is in the games we've covered. The first UK reviews of *Dave Mirra Freestyle BMX 2* and *Twisted Metal: Black*. The first UK previews of *AirBlade* and *Grand Theft Auto 3*. Exclusive access to the makers of *SSX Tricky* and *WipEout Fusion*. The only UK magazine to interview Hironobu Sakaguchi about our cover game, *Final Fantasy X*. A Spy section that features info and images on *Tomb Raider, Speedball Arena, Malice, Superman, Moto GP 2, Vampire Night* and *World Rally Championship* – info and images that you simply won't find in any other magazine. We could go on and on but just take a look at the issue to see what I mean.

Oh, and one more thing that not only says a big thank you but underlines our commitment to the future of this magazine and the PlayStation 2 – our biggest demo disc yet. Five playable demos, ten preview videos and a promise that the best is yet to come. Is this a big enough thank you?

Write and let us know,



MIKE GOLDSMITH
Senior Editor

SUBSCRIBE

SAVE 10%

With an *Official PS2* subscription you get six issues at just £4.50 each

Call 0870 444 8656 now, quoting order code EDP13, or turn to page 126 for more details. Offer ends 11/09/01

Overseas readers call **+44 870 444 8656**
Lines open 24 hours, seven days a week

Rent any Blockbuster game

Out now | **Out now** | **Released 28th September** | **Released 5th October**

and get a second for only 99p.*

*Second rental must be from our '£2.50 for 5 nights' range. Offer for a limited period only. See stickered titles in stores.

Bringing Entertainment Home™

www.blockbuster.co.uk

BLOCKBUSTER

PlayStation.2
OFFICIAL MAGAZINE-UK

FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW
Telephone: 01225 442244 Fax: 01225 732275 Email: PS2@futurenet.co.uk

Editorial

MIKE GOLDSMITH SENIOR EDITOR
Sam Richards DEPUTY EDITOR
Jamie Sefton NEWS EDITOR
Paul Fitzpatrick STAFF WRITER

Lou Wells OPERATIONS EDITOR
George Walter ASSISTANT PRODUCTION EDITOR

Nick Moyle ART EDITOR
Graham Dalzell DEPUTY ART EDITOR
Niki Earp DESIGNER

Daniel Griffiths SENIOR PLAYSTATION PRODUCER
Adrian Lawton DEPUTY PLAYSTATION PRODUCER

Contributing Writers
Ryan Butt, Alex Cooke, Nick Ellis, Lee Hall, Lee Hart, Nick Jones, Adrian Lawton, Steve Merrett, Zy Nicholson, Paul Rose, Keith Stuart, Tim Weaver

Contributing Photographers
Martin Burton, James Cheadle, Katharine Lane-Sims, Charles Pertwee, Nick Wilson

Contributing Illustrators
Will Barras, Mr Jago, Lee Woodgate

Japanese Office
Amos Wong

Advertising

Bath Office
Anne Green SENIOR ADVERTISING MANAGER
Kelly Jenkins ADVERTISING MANAGER
Liz Dennys DEPUTY ADVERTISING MANAGER
Helen Johns DEPUTY ADVERTISING MANAGER
Lucy Owen SENIOR SALES EXECUTIVE
Rebecca Hamilton SALES EXECUTIVE
Jayne Caple GROUP ADVERTISING MANAGER
Call Bath advertising on 01225 442244
Fax Bath advertising on 01225 480325

London Office
Jo Wilmott COMMERCIAL DEVELOPMENT MANAGER
Neil Abraham COMMERCIAL DEVELOPMENT MANAGER
Call London advertising on 0207 317 2600

Duncan MacDonald SENIOR PRODUCTION CO-ORDINATOR
Rose Rudd PRODUCTION MANAGER

Managerial & Marketing

Steve Jarratt GROUP SENIOR EDITOR
Matt Williams MANAGING ART DIRECTOR
Ian Miller GROUP ART EDITOR
Mia Roberts PUBLISHER
Simon Wear OVERSEAS LICENCING
David Maher-Roberts PUBLISHING DIRECTOR (GAMES DIVISION)

Subscriptions are at: Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 7BR. Tel. 01458 271184

Distributed through the UK Newstrade by Seymour Distribution, 86 Newman Street, London, W1P 3LD. Tel. 020 7907 6000

Overseas Distribution by Future Publishing Ltd. Tel 01225 442244

If you had any problems finding this issue of *OPS2*, please call Regina Erak in our Circulation Department on 01225 320889

Printed in the UK by ET Heron
© Future Publishing Ltd 2001

Future Publishing Ltd is part of The Future Network plc.

The Future Network produces carefully targeted specialist magazines and Web sites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine Web sites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

Media with passion

Chris Anderson **CHAIRMAN**
Greg Ingham **CHIEF EXECUTIVE**
Colin Morrison **CHIEF OPERATING OFFICER**
Michael Penington **INTERIM FINANCE DIRECTOR**
Tel +44 1225 442244

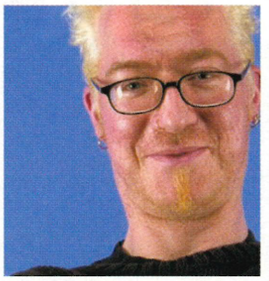
www.thefuturenetwork.plc.uk
Bath, London, Milan, New York
Paris, San Francisco, Wroclaw

ABC **82,109** JAN-JUN 2001
A member of the Audited Bureau of Circulations

CONTRIBUTORS #12

We asked them what they do. Here's what they do.

ZY NICHOLSON

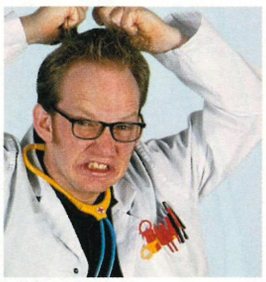


Zy's been living in Japan for the best part of a year where he was once called on to translate Ken Loach's thickly Glaswegian *My Name Is Joe* – for an Australian audience. *Honto nil* He also managed to develop an addiction to shochu, dried squid and Meltykiss choco-cubes, not to mention a healthy fear of Elvis-death by short-circuit on one of those electrically heated toilet seats. Zy also once worked for Bullfrog as a scriptwriter and game designer. This month he has been hard at work dissecting our glorious, but currently gaijin unfriendly, import copy of *Final Fantasy X*. See his feature on page 88.

Game Of The Moment: "Yes, I *know* I still have your copy of *Final Fantasy X*. And you will never get it back! Never, you hear me?! NEVER!!!!"

I'm holding my breath for: "The PS2 version of *Deus Ex*. So I have an excuse to play it again. Not that I've ever really needed a reason to play it. PS2 gamers are in for a treat."

ALEX COOKE

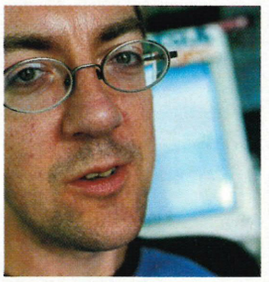


Alex once had a close encounter with the rich and famous when he interviewed smooth-o-drama-king Nigel Havers for a radio show. Apparently Havers refused to talk about his role in *Don't Wait Up*, one of the finest prime time comedies we've seen in decades. Can't imagine why. Actually, yes we can. This month however, long-time PlayStation scribe Alex has turned his attention to *Dave Mirra Freestyle BMX 2*. Read his review starting on page 102. And as for the doctor's outfit? "Just something I like to do in my spare time." Yes. The doctor is in, but for now the jury is out…

Game Of The Moment: "Without a gnat's shadow of a doubt it has to be the awesome *Gran Turismo 3: A-spec*. Vvvvvroooooooom!" Quite.

I'm holding my breath for: "Core's herd-'em-up *Herdy Gerdy*. It'll be just like the Swindon Town front line – herding up those balls into the opposition's net!" Quite. Again.

ANDY LOWE



This month Andy has been getting into a professional lather for us over *WipEout Fusion*, (see p70). But before that? Once Editor of *GamesMaster*, his jaunts on behalf of *Total Film* have left him with a star-studded anecdote scrapbook. Pick of the bunch has to be Johnny Depp whom he interviewed at Cannes despite not being on the official list. Armed with balls of brass Andy bluffed his way past security and sat right down with the genial Deppster. Class. Andy divides his spare time between hating motorcyclists – "they should grow out it" – and enjoying the smell of Play Dough. Right.

Game Of The Moment: "*Red Faction*. It's the first console game that doesn't feel it has to dumb down at all because it's not on a PC."

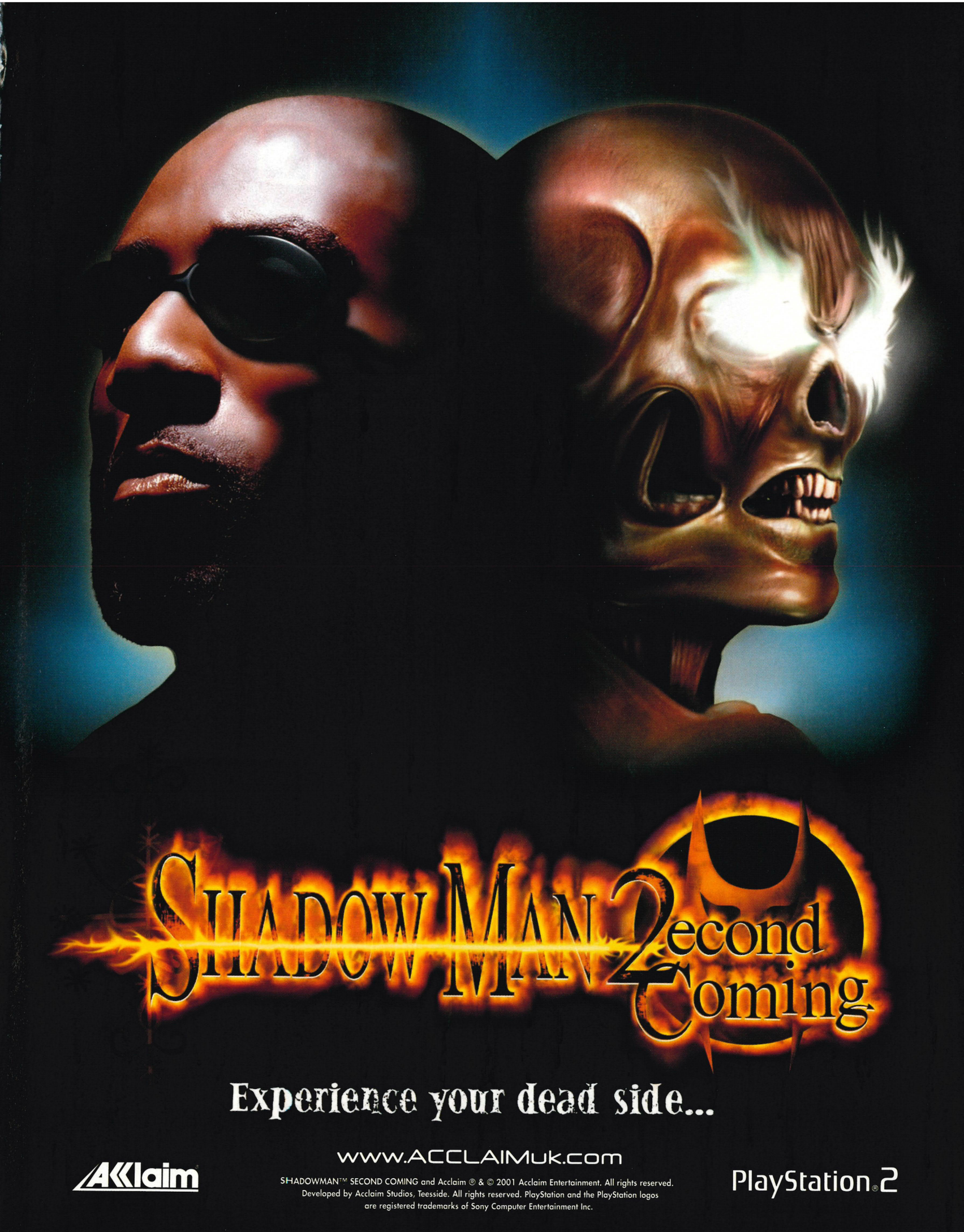
I'm holding my breath for: "*WipEout Fusion*. Well, it has to be really, doesn't it? I love all the games but I'm really looking forward to playing this one."

DANIEL GRIFFITHS

You may recognise Dan from the Beeb's popular *I ♥ 1990* series. He was the one talking about – erk! – *Mortal Kombat*. Dan used to work with Mike on *Official PlayStation Magazine* 'back in the day' and was Editor of *GamesMaster*. Although he's never met Dominic Diamond. Oh, and he asked us *not* to tell you about the time he once sent an email to a high profile PS2 exec entitled: 'Get your gums around my plums'. Dan's just joined the *OPS2* team to oversee our covermounted DVD and spends his days hassling people for playable demos. Look at this issue's packed disc and you'll see he's doing just fine.

Game Of The Moment: "*Gran Turismo 3*. So much so that I've lost all feeling in my right thumb. Not that it's going to stop me from playing it, mind"

I'm holding my breath for: "*Metal Gear Solid 2*. That and the chicken vindaloo and five pints of lager I have every Friday night without fail." Fair play.



Experience your dead side...

www.ACCLAIMuk.com

Acclaim

SHADOWMAN™ SECOND COMING and Acclaim ® & © 2001 Acclaim Entertainment. All rights reserved.
Developed by Acclaim Studios, Teesside. All rights reserved. PlayStation and the PlayStation logos
are registered trademarks of Sony Computer Entertainment Inc.

PlayStation.2

PlayStation®2
OFFICIAL MAGAZINE-UK

»ON THE DVD

playable demos

Other magazines let you watch, *OPS2* lets you play...

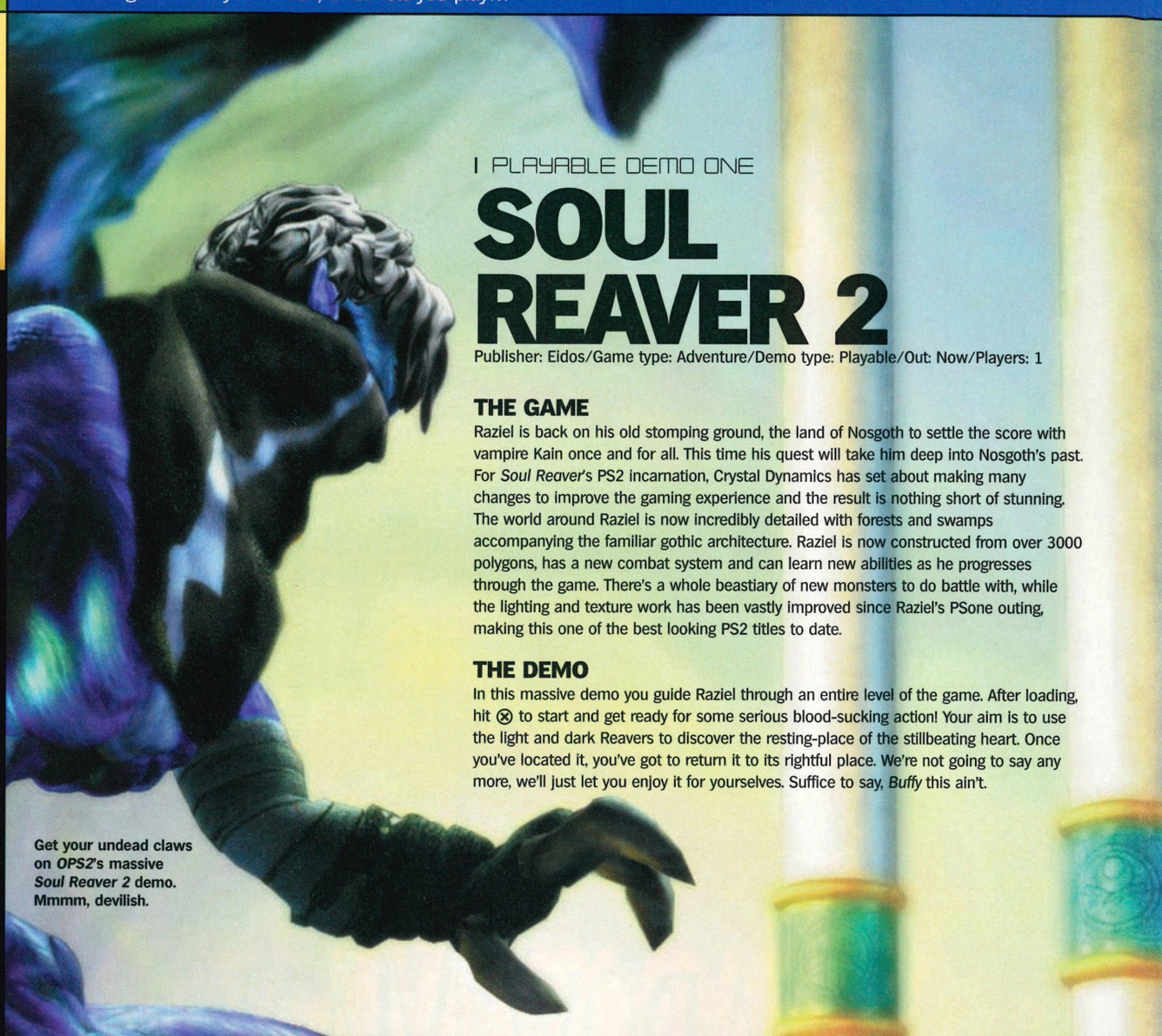
Hello again. With PS2 gearing up for the winter season and a flood of quality games just around the corner, we've got you the best playable and rolling demos available. There are no less than five playable demos to get your joypad-wielding palms sweating and ten videos of upcoming titles that'll be heading your way soon.

Kicking off the exclusive playables we've got some vampire-goring, dimension-jumping action with *Soul Reaver 2*. Then get yourselves a bit of *Spy Hunter* action or kick up some dirt with *MX Rider*. Next up is SCEE's latest *FIFA* challenger, *This Is Football 2002* and if that isn't enough for you then try out 3DO's new *Army Men* spin-off, *Portal Runner*.

It doesn't stop there though because we glimpse into the future with our packed video preview section, featuring the best of the rest. We grab some big air with *AirBlade*; go goblin slaying in *Baldur's Gate: Dark Alliance*; build worlds with *Dark Cloud*, then stomp all over them again in *Giants: Citizen Kabuto*. There's an exclusive peek at Eighties throwback *Top Gun*; new footage of *Jak & Daxter*, *Time Crisis 2*, *WipEout Fusion* and *Twisted Metal: Black* then we round things off with a teasing glimpse of the dark and downright dirty *Silent Hill 2*. See you next month.

Adrian Lawton
Deputy PlayStation Producer

PS To use this disc, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start your choice up. Please note, you may have to reset your PS2 after some demos.



Get your undead claws on *OPS2*'s massive *Soul Reaver 2* demo. Mmmm, devilish.

PLAYABLE DEMO ONE

SOUL REAVER 2

Publisher: Eidos/Game type: Adventure/Demo type: Playable/Out: Now/Players: 1

THE GAME

Raziel is back on his old stomping ground, the land of Nosgoth to settle the score with vampire Kain once and for all. This time his quest will take him deep into Nosgoth's past. For *Soul Reaver*'s PS2 incarnation, Crystal Dynamics has set about making many changes to improve the gaming experience and the result is nothing short of stunning. The world around Raziel is now incredibly detailed with forests and swamps accompanying the familiar gothic architecture. Raziel is now constructed from over 3000 polygons, has a new combat system and can learn new abilities as he progresses through the game. There's a whole beastiary of new monsters to do battle with, while the lighting and texture work has been vastly improved since Raziel's PSone outing, making this one of the best looking PS2 titles to date.

THE DEMO

In this massive demo you guide Raziel through an entire level of the game. After loading, hit ⊗ to start and get ready for some serious blood-sucking action! Your aim is to use the light and dark Reavers to discover the resting-place of the stillbeating heart. Once you've located it, you've got to return it to its rightful place. We're not going to say any more, we'll just let you enjoy it for yourselves. Suffice to say, *Buffy* this ain't.

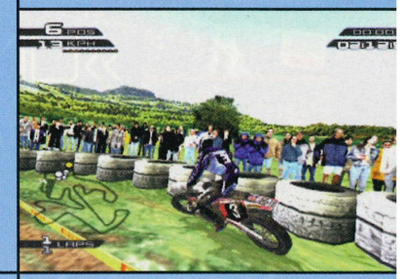
» THE CONTROLS

- ⊗ Jump (hold while in midair to glide), swim
- ○ Devour soul, double tap to turn Soul Reaver on/off
- □ Attack, action
- △ Strong attack, throw projectile
- R1 Hold to walk or auto-face enemy
- R2 Look around
- L1 Block
- L2 Crouch
- SELECT Switch between planes, Reaver on/off
- START Pause, options

| PLAYABLE DEMO TWO

MX RIDER

Publisher: Infogrames/Game type: Extreme sports/
Demo type: Playable/Out: Now/Players 1 (Full game 1-2)



THE GAME

More a simulation than its stunt-based rival (THQ's *MX 2002*) *MX Rider* offers a blend of Motocross, Supercross and Freestyle modes to suit everyone's tastes. A full training option is available so you can perfect your technique and the game's 30+ tricks before taking on the world's best, while the multiplayer means that you can show off all those radical stunts you've learnt to a mate. The Championship mode provides much of the game's action with the ability to create your own rider, upgrade your bikes, gain sponsorship and manage your own career as you make your way to the top of the FIM World Championship to become the all-time daddy of this extreme sport.

THE DEMO

After loading, choose single race with ⊗, then use left/right to select either MX or SX. Each will give you control of a different rider (Mike Brown if you choose Motocross or Edgar Calixte if you opt for Supercross) on a 125cc machine.

Each also races a different track, with Mike taking to the dirt at Lucenec in Slovakia and Edgar taking on the competition at Barcelona in Spain. After loading you can either watch the track fly-by or skip it with ⊗ and get straight on with the action. Once this sequence has finished it's time to get down and dirty and see if you're the Supercross supremo or the dirt bike dweeb.

» THE CONTROLS

- ⊗ Accelerate
- ◎ Hold down and rotate left stick for stunts
- □ Rear brake
- R1 Front brake
- L2 View change

Some of the most fun you can have on two wheels – *MX Rider* gets down and dirty in Spain and Slovakia.

Now you've played it, but what did we think of it? Turn to page 115 now for our exclusive UK review.

WIN! Tickets for the Champions League final and Rio Ferdinand's shirt. See page 144 for details

| PLAYABLE DEMO THREE

THIS IS FOOTBALL 2002

Publisher: SCEE/Game type: Footy sim/Demo type: Playable/
Out: Nov/Players: 1 (Full game 1-8)

THE GAME

To compete with Konami's *Pro Evolution Soccer* and EA's *FIFA* series, SCEE has got its work cut out if it wants to compete. But SCEE is taking things very seriously with the latest incarnation of the *This Is Football* series from Team SoHo. Offering slick graphics and easily accessible gameplay; over 300 teams (both club and national); a licence from FIFPro and instantly recognisable players, plus realistic crowd actions depending on what's happening on the pitch, they certainly mean business.

THE DEMO

Once the game's loaded press START to get to the main menu. If you want to, you can go into 'options' and adjust the camera height or position before you hit 'Quick Game' with ⊗ to get into the action. The demo offers you the chance to battle the supremacy of France as lowly Australia, or side with the champions and give the underdogs a right royal thrashing.

» THE CONTROLS

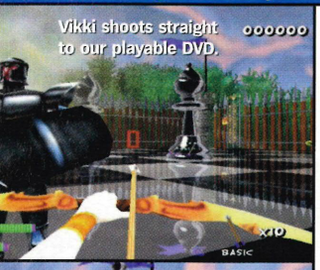
- ⊗ Ground pass
- ◎ Shoot
- □ Air pass
- △ Through ball
- R1 Sprint
- R2 Deliberate dive
- L1 Hold for lollipop/tap for spin
- L2 Hold for knock forward/ tap for shimmy with close control
- START Pause

»ON THE DVD

MORE DEMOS

playable demos

Other magazines let you watch, *OPS2* lets you play...



» THE CONTROLS

- ⊗ Jump
- ○ Switch to first-person view
- □ Fire
- △ Select weapon
- L1 Sidestep left
- R1 Sidestep right

I PLAYABLE DEMO FOUR

PORTAL RUNNER

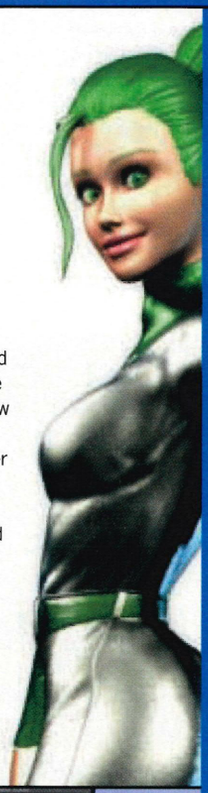
Publisher: 3DO/Game type: Adventure/Demo type: Playable/ Out: Now/Players: 1 (Full game 1-2)

THE GAME

This *Army Men* spin-off from 3DO features Vikki G, ace reporter and girlfriend of that little green hard man, Sarge. Evil super-spy Brigitte Bleu has discovered a series of mysterious portals leading into new worlds and is getting up to all sorts of monkey business in these domains. So into the nearest portal Vikki dives, ably assisted by her pet lion, Leo, to put a stop to Brigitte's evil-doings. Boasting five different modes of play (including shooting, platform jumping and puzzle solving) over five worlds, the ability to play as both Vikki and Leo with 35 different creatures to fight, *Portal Runner* promises to be a whole lot more fun than it's bogey-coloured counterparts.

THE DEMO

Press ⊗ and the game begins in a medieval world on a giant chessboard. Your aim here is to protect the bumbling Wizard from the armour-clad Knights who want to make mincemeat out of him. Once this is done, you'll need to figure out a way to open the gate that's blocking your exit. See how fast you can do it.



I PLAYABLE DEMO FIVE

SPY HUNTER

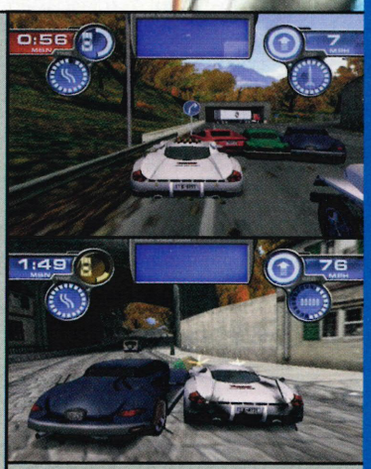
Publisher: Midway/Game type: Racer/Shoot-'em-up/ Demo type: Playable/Out: Now/Players: 1 (Full game 1-2)

THE GAME

Get those tuxedos on, gulp down a vodka martini and say hello to secret agent action fest, *Spy Hunter*. Spread over 14 worldwide locations you control the G-6155 Interceptor, a high-tech vehicle packed to the gills with all the weaponry and gadgets you'd expect from any self-respecting super-spy. Make use of your oil slicks, homing missiles, tracking devices and smoke screens to stop the shadow NOSTRA Corporation. They're out for world domination, will stop at nothing to finish you off and it's a thrill-a-second ride all the way.

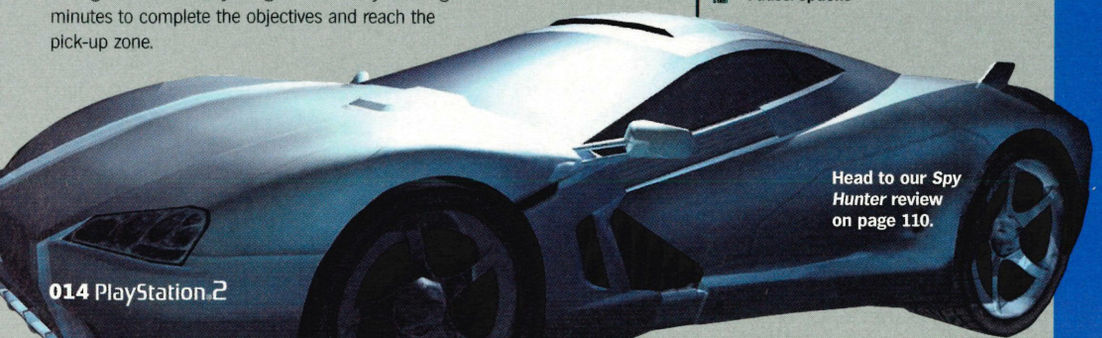
THE DEMO

After watching the slick intro movie, scroll ↑/↓ and select Mission Two with the ⊗ button. This level, set in the leafy suburbs of Germany is called 'Dragon Strike' and your primary objective (though there are other optional ones) is to take out NOSTRA's Dragonfly Helicopter, then rendezvous with your people at the designated point before the time runs out. Beginning in a subterranean car park, hit the gas, shoot out the door and you're away for a high-octane ride through some seriously dangerous territory. You've got three minutes to complete the objectives and reach the pick-up zone.



» THE CONTROLS

- ⊗ Accelerate (double tap for burnout)
- ○ Fire homing beacons
- □ Brake
- △ Rear view scanner
- R1 Fire primary weapon
- R2 Fire secondary weapon
- L1 Cycle offensive weapons
- L2 Cycle defensive weapons
- SELECT Change view
- START Pause/options



Head to our *Spy Hunter* review on page 110.

video previews

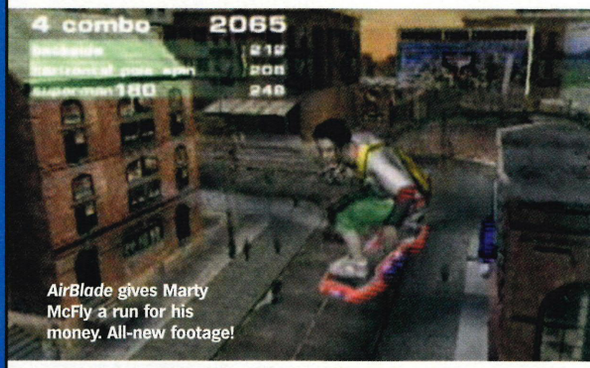
A rolling glimpse of PS2 future...

I VIDEO ONE

AIRBLADE

Publisher: SCEE/Game type: Extreme sports/ Demo type: Video preview/Out: Winter/Players: 1-2

CRITERION STUDIO'S *AIRBLADE* should be one of the winter's big hits and we've bagged this latest showreel direct from SCEE. After accidentally coming into possession of an experimental hover board that a shadowy corporation will do anything to get their hands on, *AirBlade* requires you undertake some crazy antics to stop them from nicking your new-found toy. Featuring huge environments in which you can interact with pretty much everything, the game lets you swing from poles, smash through billboards, knock snipers from rooftops, grind across cars and even go head-to-head with a mate.



AirBlade gives Marty McFly a run for his money. All-new footage!

You've read last issue's review, now watch and gawp...

I VIDEO THREE

DARK CLOUD

Publisher: SCEE/Game type: RPG/ Demo type: Video preview/Out: Now/Players: 1

SCEE'S NEW TAKE on the RPG genre features a novel 'Diorama' mode that requires you to rebuild an entire world after it has been ripped apart by an evil force. As the lead character, Toan, you must take on the immense power of a Dark Genie, released from its prison and now wreaking havoc among the populace. The individual parts of the world as you know it have been sealed into protective spheres and scattered across the globe and it's up to you to reassemble them by venturing into vast dungeons. This cinematic trailer gives us a taster of the beautiful visuals, innovative features and addictive gameplay that will undoubtedly make this a huge hit.

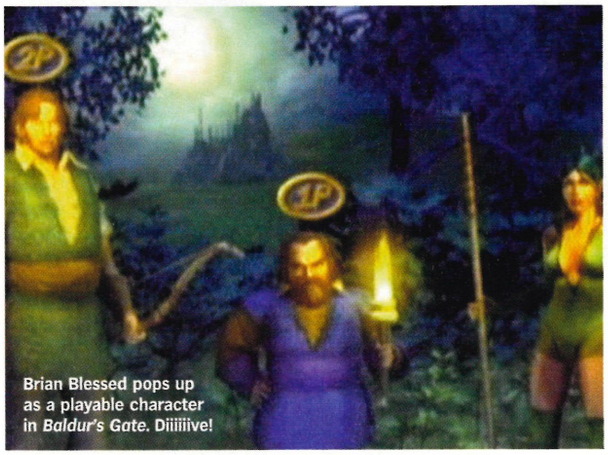
Talk to us!

»Comments and queries about this cover disc should go to me, Adrian, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.

»If you have problems with your disc pop it in an envelope and send it to the following address. We'll test it and, if faulty, send you a new DVD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB
**Remember, though, this disc will only work on a PS2.*

extra

Even more demos for you to savour...



Brian Blessed pops up as a playable character in *Baldur's Gate*. Diiiiiive!

| VIDEO TWO

BALDUR'S GATE: DARK ALLIANCE

Publisher: Interplay/Game type: RPG/
Demo type: Video preview/Out: Now/Players: 1-2

THE MASSIVELY POPULAR PC role-playing series (based on the Advanced Dungeons & Dragons rules) should win many new friends among the PS2 fraternity if this exclusive new footage is anything to go by. Set in the Forgotton Realms game world, the title pits you against a malevolent evil force that threatens to overwhelm the town of Baldur's Gate. With a two-player Cooperative mode, a deep, engrossing plot, graphics to make you weep with joy (including some truly jaw-dropping spell effects) and around 30 hours gameplay, *BG: DA* is an unmissable experience for dungeon lovers. Pointy hats and dodgy cloaks at the ready people...

| VIDEO FOUR

GIANTS: CITIZEN KABUTO

Publisher: Interplay

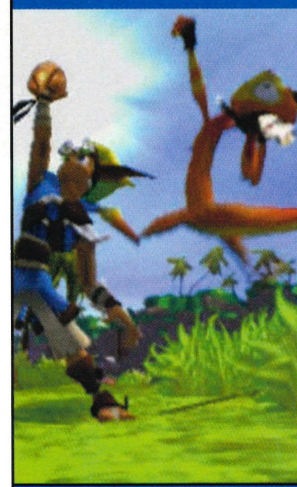
Critically acclaimed on the PC and now doing the rounds on PS2, this unusual title is a mixture of all sorts of genres, including shooter, strategy and racing all mixed into one delightfully surreal experience. Control three entirely different races of creature (including the Giants of the title) each with an entirely different style of play in this lush, colourful gameworld full of bizarre alien creatures. In this exclusive preview we go hunting with the Meccaryns, a technologically advanced race that have crashed on this strange planet and need to track down the missing members of their squad.

| VIDEO FIVE

TOP GUN

Publisher: Titus

Time to don those Ray-Bans, start humming dodgy guitar tunes and make like Tom Cruise as we bring you an exclusive look at Titus's new title based on the all-action Eighties hit movie. In this fly-by we take a high-speed buzz over an Arctic environment in an F16 Tomcat. Goose would be proud.



| EXTRA ONE

JAK & DAXTER: THE PRECURSOR LEGACY

Publisher: SCEE/Game type: Platformer/
Demo type: Video Preview/Out: Winter/ Players: 1

WE'VE GOT AN exclusive new preview of Naughty Dog's all-action platformer and believe us this game looks fantastic. The story follows a young man named Jak and small furry companion Daxter (who was human until he fell into a vat of a substance called Dark Eco) on an epic journey across a vast, free-roaming gameworld. Visually stunning with seamless gameplay, this is going to be one of the slickest titles to appear on PS2. Sit back, relax and enjoy...

| EXTRA TWO

WIPEOUT FUSION

Publisher: SCEE/Game type: Future racer/
Demo type: Video preview/Out: Winter/Players: 1-2

WIPEOUT WAS ONE of the first titles to really show off what PSone could do and now the series is arriving on PS2. Featuring 32 individual ships, seven environments (each with three courses) a rocking soundtrack featuring some big-name artists and split-screen racing at a dizzying frame rate, this will be another must-have title. In a fast-paced new edit we take in lush jungles, deep canyons and futuristic cityscapes as we bask in the glorious visuals and crazy speed of Studio Liverpool's latest PS2 showcase.

| EXTRA THREE

TIME CRISIS 2

Publisher: SCEE

Following our preview last month we've bagged an all-new extended trailer of Namco's top-notch lightgun shooter. Featuring both single and multiplayer modes, high-speed boat chases and, of course, bullets – lots of them – this excellent video shows us exactly why we'll all be investing that hard-earned cash in *Time Crisis 2* when it arrives early next year.

| EXTRA FOUR

TWISTED METAL: BLACK

Publisher: SCEE

This new cinema trailer illustrates what *TM:B* is all about. Frantic vehicular mayhem, with a bonkers cast of characters, spectacular effects and special weapons, destructible environments, a dark, apocalyptic world and some crazy four-player action – it's got it all! Oh, and the chance to run over pedestrians as well. Not that we'd recommend that. Obviously.

| EXTRA FIVE

SILENT HILL 2

Publisher: Konami

One of the most controversial titles in recent times, *Silent Hill 2* aims to take us to new heights of terror this year. So controversial, in fact, that we currently can't show you that much of it, but this haunting teaser gives a flavour of the spooky atmosphere that the title manages to project so phenomenally well.

PREVIEW CONTENTS

16 **WWF SmackDown! 'Just Bring It!'**
Eight wrestlers knee-dropping each other in the same ring? This is going to get messy...

20 **AirBlade**
It's *Tony Hawk's* without wheels! The future of extreme sports

24 **Grand Theft Auto 3**
Now you can nick motors and crush pedestrians in 3D

26 **ESPN X Games Skateboarding**
More skating shenanigans for those who prefer a simpler simulation

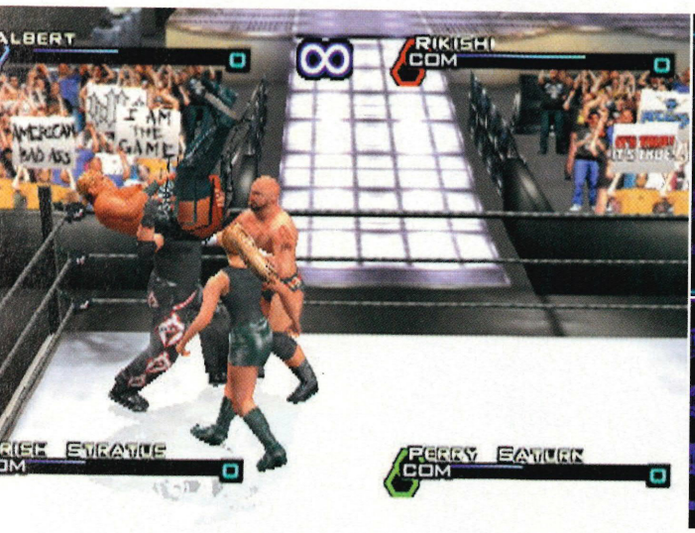
28 **Splashdown**
The makers of *ATV Offroad* invite you to mount a seabound steed

30 **Burnout**
Unhealthy speedy *OutRun* tribute from the same studio as *AirBlade*

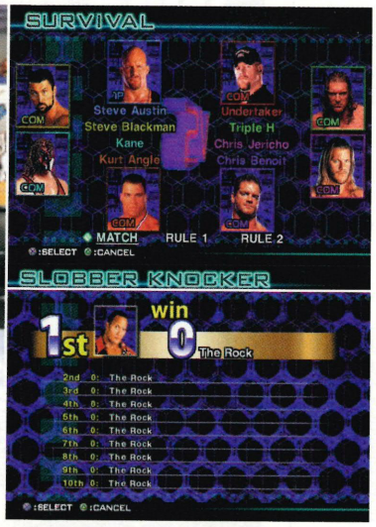
32 **Dropship**
Part flight sim, part combat strategy, war game fans should all be satiated by this

34 **Smuggler's Run 2**
Sequel to the PS2's original drug-running off-road knockabout

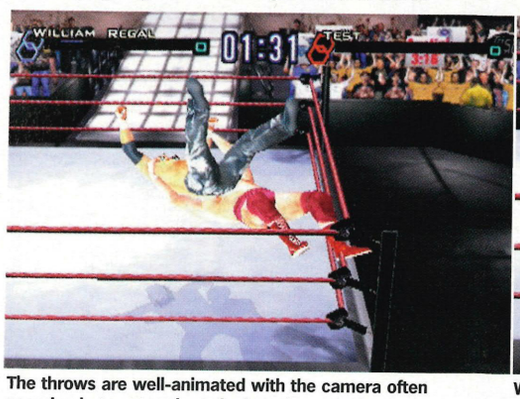
37 **Klonoa 2**
Platforming frolics with Namco's cool blue cartoon cat



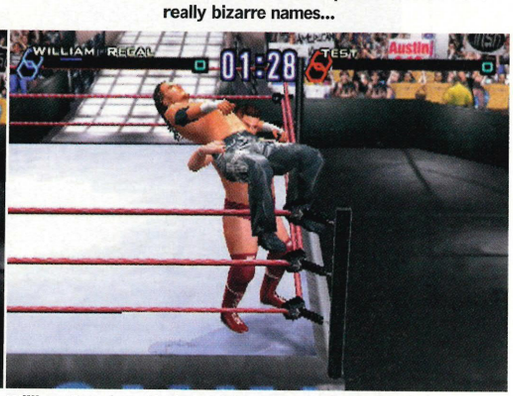
Four-way fighting action. This is gonna end in tears..



There are 78 match options – some have really bizarre names...



The throws are well-animated with the camera often zooming in to get a closer look at the action.



William Regal gently helps his opponent from the ring. He then gently stamps on him while he's down.

WORDS: KEITH STUART

WWF SMACKDOWN! "JUST BRING IT!"

Rip up the rule book and prepare for wrestling carnage. THQ's hugely successful *SmackDown!* is climbing into the PS2 ring.

Publisher: THQ
Developer: Yuke's
Release: November
Players: 1-4

For all male American teenagers there is only one place to be on a Thursday night. In front of the TV with an enormous bag of – ahem – 'potato chips' watching *WWF SmackDown.* This weekly chunk of prime wrestling beef is an essential part of the WWF broadcasting empire – an empire than reaches out to over 130 countries – and 26 million viewers in the US alone. It is not exactly surprising that the two videogames based on the show have been wildly successful.

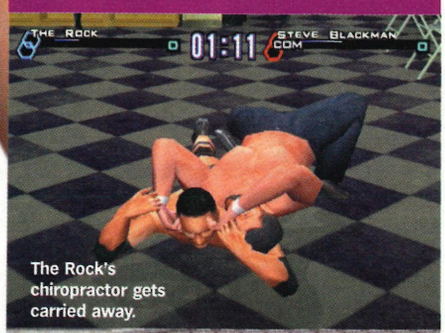
It is doubly unsurprising when you consider that the *SmackDown!* titles are actually pretty damn good. Developed by wrestling-obsessed Japanese studio Yuke's, the series has not only accurately simulated the mechanics of the sport, it's also captured the deranged pantomime atmosphere that surrounds the action. And now the third title, *'Just Bring It!'*, promises to take the entire crazy show to the next level.

Indeed, judging by the demo we grappled into our PlayStation 2, it seems that Yuke's is determined to deliver the most comprehensive WWF package possible. Just check out the menu options. There are an amazing 78 (count 'em) different wrestling modes available. Okay, so veteran players of *SmackDown! 2* will recognise 90 percent of the initial selections as key modes like Single, Tag, Hardcore (wrestling with weapons), Handicap, King Of The Ring and Royal Rumble are all back. So are fun specials like TLC, Table, Ladder and our favourite Cage (where all the fighters have to try and climb out of a caged ring while kicking each other's butts). Here though, any option you pick opens up a new menu of possibilities: go for 'Hardcore', for example and you can choose eight derivatives including Tornado Tag, Six-Man Tag, Triple Threat Tornado Tag or Fatal 4-Way. Yuke's has left nothing out.

There are two big additions. For MultiTap owners a major highlight will be the ultra messy Six-Man Tag. This allows four

TAKE IT OUTSIDE

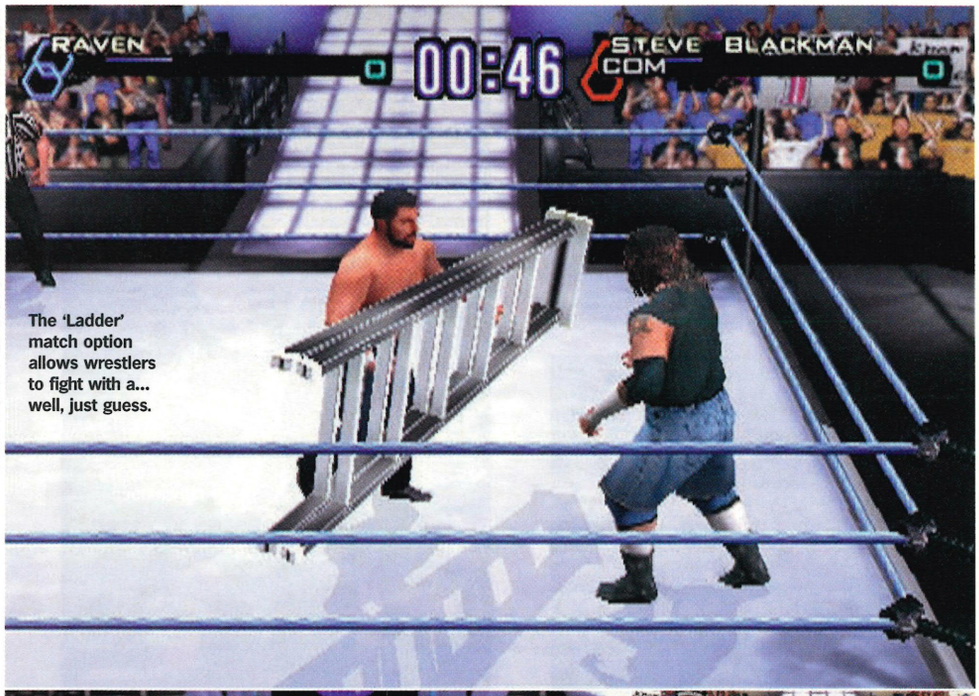
Those moves aren't confined to the ring anymore, go to the cafeteria or even the street outside.



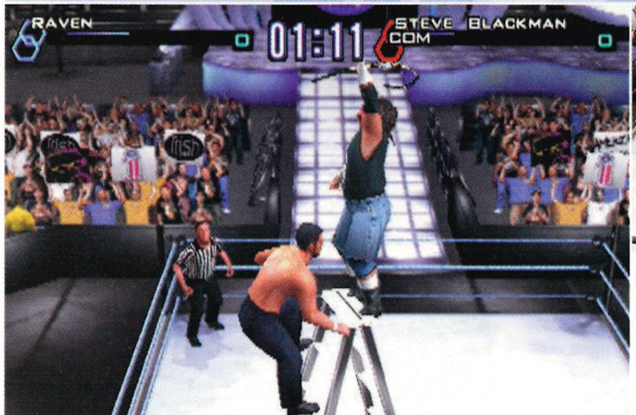
The Rock's chiropractor gets carried away.

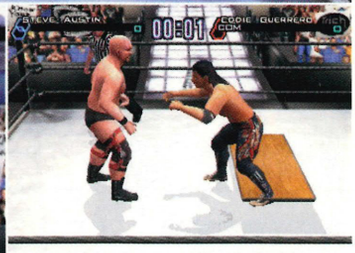
The new Green Cross Code: stop, look, listen, *wrestle.*

As regular *WWF* watchers will know, wrestling is rarely confined to the ring these days. The entertaining personal rivalries that spill out into backstage areas are a vital element of the experience. So it's no surprise that Yuke's has chosen to reflect this off-canvas action with a 'Falls Count Anywhere' mode. Here you can grapple through a series of behind-the-scenes locations all of which are linked so the fight can carry on seamlessly throughout the building. Oh, the sweet anarchy of it all.



The 'Ladder' match option allows wrestlers to fight with a... well, just guess.





(Left) The round is temporarily halted so that Raven can change a light bulb.

//Your newly animated wrestler appears to be performing a Steps dance routine//

human players to take part in a mass of tagging mayhem, and although things can get pretty hectic during these group encounter sessions the camera is excellent. It pulls right out of the action to give a user-friendly bird's-eye view of the arena (although this can make all the wrestlers look like tiny curiously-dressed children).

WHAT'S THE STORY

The ultimate experience though is set to be the Story mode. This single-player option apparently weaves in all the pre- and post-match intrigue, the name-calling, the behind-the-scenes scuffles and the soap opera story lines to emulate the whole *SmackDown!* TV experience. Ultimately, it sounds like this mode is going to be along the lines of an RPG adventure, but with wrestling – why has Square never thought of that?

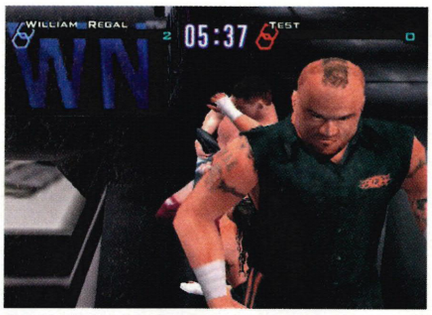
This anarchic soap opera approach also makes it into the ring. Yuke's is planning to introduce special events during the fights, which might mean a superstar making a guest appearance, or tag partners ignoring the rules and interfering in the match (which can lead to disqualification). You'll also be able to cheat by diverting the referee's attention and then performing some nasty illegal moves on your unwary opponent. The referees are as underhand as the wrestlers though. You will watch in amused awe as they take fouling wrestlers aside, give them a stern talking to and then lay into them with a range of body blows. *Tekken* it ain't.

As you'd expect the visual overhaul is impressive. The 36 currently confirmed wrestlers (including The Rock, Steve 'Stone Cold' Austin, Tazz, Triple H, Edge, William Regal, Chris Benoit and Kurt Angle) are each made up of over 800 polygons. Consequently, elements such as muscle density are now three-dimensionally modelled rather than slapped on as textures. Therefore giving the characters a much more solid rounded look (making a particularly successful representation of Trish Stratus it has to be said).

Attention to detail is spot on. All the recognisable features are faithfully reproduced so that each superstar is easily recognisable even when the camera pans out way above the ring. You get Kane's Darth Maul-style face mask, you get the Undertaker's extravagantly tattooed arms, you get Tazz's mohican and sleeveless shirt (complete with patch on the back). There are also dozens of facial expressions, that communicate everything from leering mockery to immense pain – bringing that much needed sense of human drama to the simulated ring.

And responsible for those looks of immense pain are the thousand or so moves that are available to players. Each of the wrestlers has his or her own signature attacks (many of them are brand-new to this game) and are accessible via the classic *SmackDown!* controls: ⊗ is a punch or kick attack; △ controls run or slide; □ performs a reverse or counter while ○ grapples and throws. On the triggers you've also got tag, weapon and direction-facing controls – although, on the subject of the latter, we did encounter a bit of trouble getting the wrestler to face the right way in the preview version. This is always a problem that afflicts true 3D combat, but hopefully Yuke's will rectify this little niggle before the final release. Elsewhere everything is right on track, the smooth animation and fluid transition between moves making for some very decent strategic grappling.

Go back out into the options screen, and you'll discover the incredibly authoritative and popular Create mode. Here you can design your own wrestler using over a thousand different parts. Start with a male or female 'blank canvas' then mess with their facial features, body build (flab or muscle), clothing and objects. You can even model their personality, fighting styles and weaknesses to give a bit of depth to your Frankenstein's wrestler. On top of that there's a Create A Taunt option where you can choreograph an elaborate taunt manoeuvre using various walks and gestures. And to add to the fun, when you



Out-of-ring intrigue plays an important part.

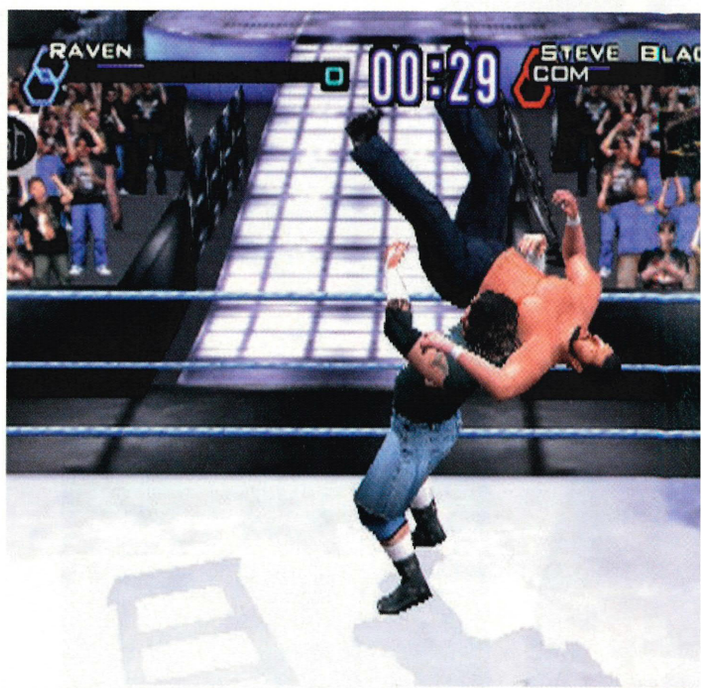
No, it's not the Thunderdome, it's 'The Cage'.

LIGHTS, CAMERAS, GRAPPLE!

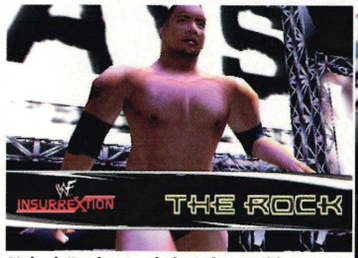
There's more to wrestling than wrestling, you know.

Undertaker arrives on his nifty moped.

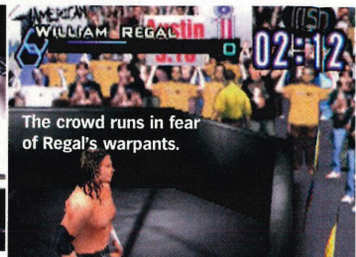
The designers of *WWF SmackDown! 'Just Bring It!'* are going all out to provide the total television wrestling experience. All fighters have their own unique entrances and intro music, while mid-bout surprise appearances are par for the course. You also get excitable ringside voices provided by Michael Cole and Tazz. Yuke's promises a varied and entertaining commentary although we did find the same comments coming up again and again in our demo – hopefully this will be redressed in the finished game. Finally the camera spins around the action with immense hyperactive zeal, zooming in on elaborate bone-breaking throws and zooming out when four wrestlers are in or around the ring causing chaos. This is true interactive *SmackDown!*



Fashion victim Raven parades his off-the-shoulder Steve Blackman.



Naked, Rock reveals how he got his name.



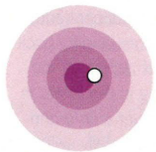
The crowd runs in fear of Regal's warpants.

scroll through the movement options, the animated wrestler appears to be performing a Steps dance routine. Perhaps not what the designers had in mind, but hilarious none-the-less. Obviously, all this can be saved to Memory Card so you can take your twisted creation anywhere.

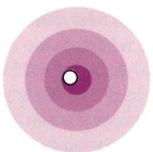
What this game appears to be then is a total WWF simulator. There's all the glitz and glam rock glamour of the TV show, complete with over-active cameras, operatic intros and huge arenas (newly designed for *'Just Bring It!'*) Then there's the sheer showmanship, the naughty tag team interventions, the surprise appearances, the collateral violence with ringside objects. And underneath it all there seems to be a very strong wrestling engine with loads of moves and an intuitive interface. Of course *SmackDown!* fans are already a captive audience – Yuke's' big challenge is to attract those who don't religiously watch the show. And with such a comprehensive, well-presented and humour-filled package this could well be the game that takes wrestling out of the ghetto and places it beside more socially acceptable fare like *Tekken* and *DOA2*. This is *SmackDown!* after all, and anything can happen. □

ON TARGET? WWF SMACKDOWN! 'JUST BRING IT!'

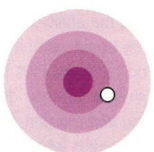
Yuke's brings its profound love of wrestling to PlayStation 2, but will this be an ode to the 'sport' or just a rubbish limerick?



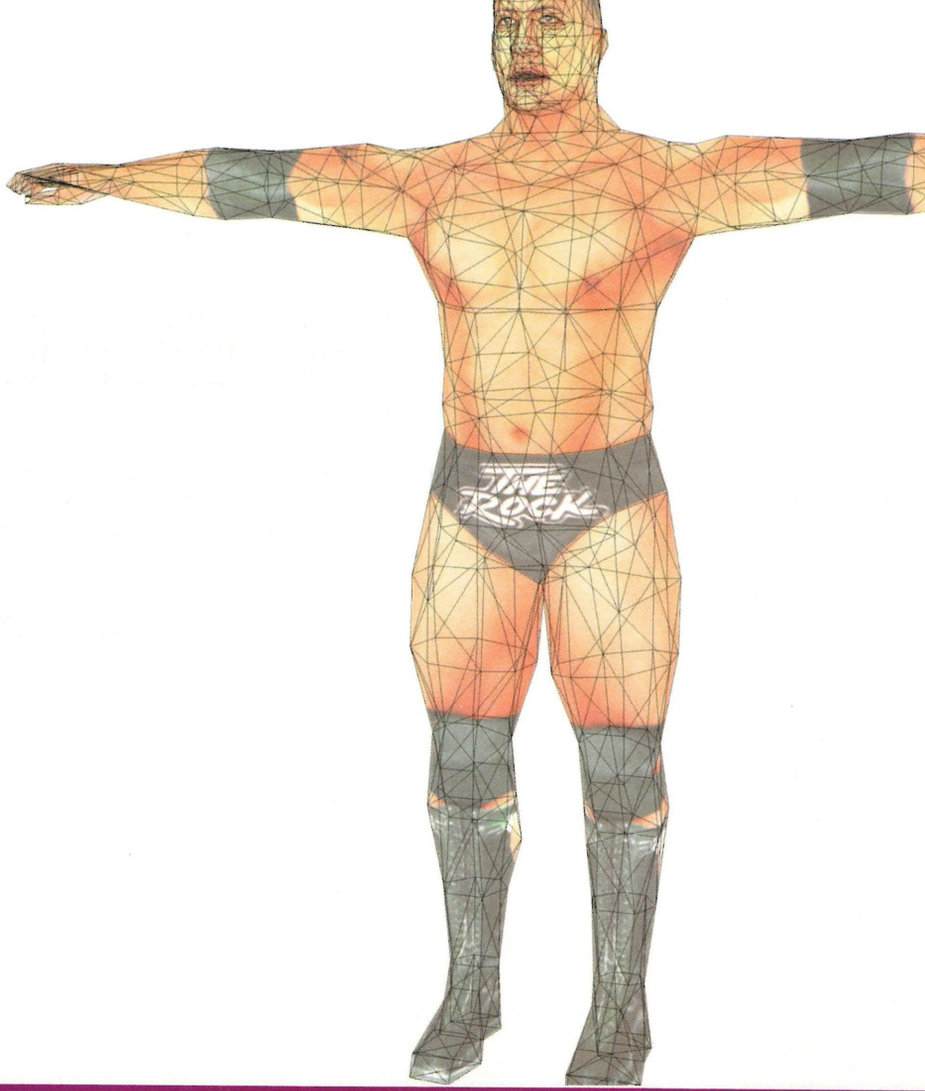
ACTION
Over 1,000 bone-crushing moves, all superbly animated.

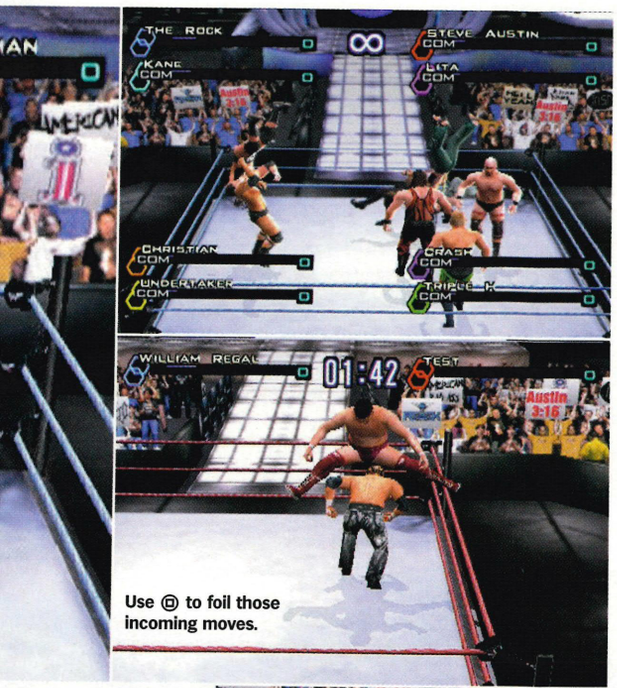


ANARCHY
All the OTT drama and spectacle of the real thing.

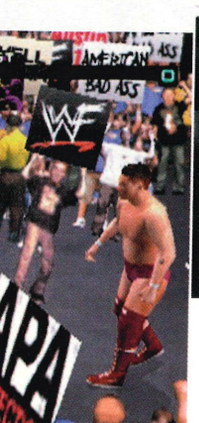


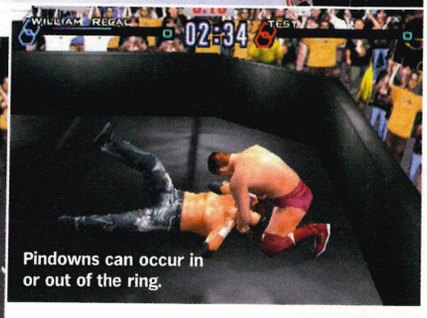
CLICHE
We didn't once mention men in sweaty spandex!





Use ◎ to foil those incoming moves.

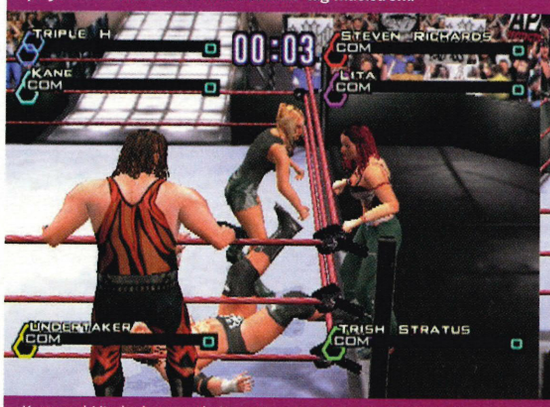




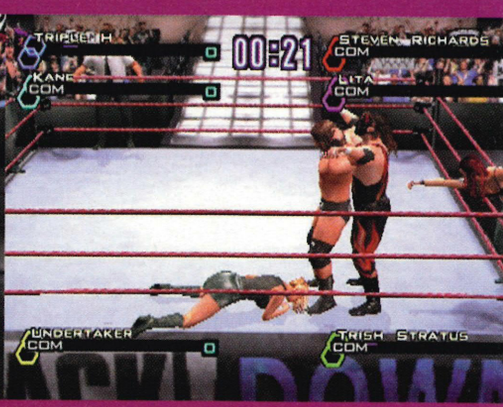
Pindowns can occur in or out of the ring.

SIX-MAN TAG

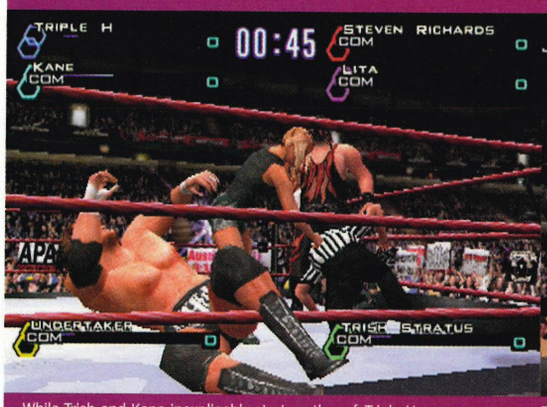
A major new addition to *SmackDown!* is the Six-Man Tag mode. Here up to four human players can battle it out in a slammin' tag maelstrom.



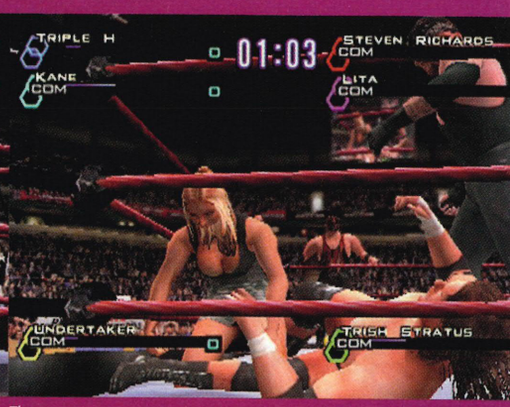
Kane and Lita look on as their partners tussle. Looks like Triple H is getting the worst of it at the moment.



Lita desperately tries to get tagged in, but no one is watching – she can have a sly punch if anyone gets close.



While Trish and Kane inexplicably start on the ref, Triple H manages to twang himself in the face with a rope.



The saucy cameraman zooms in to watch Trish grappling with H. Check out the TV monitor in the background.

WORDS: LEE HALL

AIRBLADE

Bigger air than *Tony Hawk*'s and better tricks than *SSX*? Believe it as a new player enters the extreme sports arena.

Publisher: SCEE
Developer: Criterion Studios
Players: 1-2
Release: October

You're walking down the street sometime in the near future and some kid flies past you on a hover board chased by malicious corporate heavies in full body armour. Wouldn't you be freaked out by that? Well, the people of the future won't be. They'll simply step aside, sigh and go about their business, if *AirBlade*, Criterion Studios' forthcoming extreme hover board game, is to be believed. Thank God, or whatever the hell is out there, that *AirBlade* also lets you snap those drones out of their stupor, nail Big Brother and pull off some mad stunts on the way.

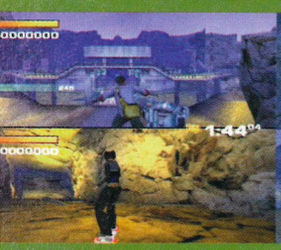
Initially you will play as Ethan, a street dude whose partner-in-crime Oscar has stolen a prototype hover board from his ex-employers. When someone claiming to 'own the police' turns up with a bunch of heavies and grabs Oscar, you leg it with the hover board – or AirBlade – and find there are plenty of company employees keen to get it back, whatever the cost.

Luckily you're not expected to be a hover board expert immediately – there'll be a Training mode to get you started, taking you through the skills you need for success in a huge hangar area, but there's nothing like the real thing to teach you how to control the deck without wheels and begin performing massive stunts. As soon as you hit the levels you'll be impressed – the tricks tread the line between ridiculous and downright dangerous, but are always spectacular.

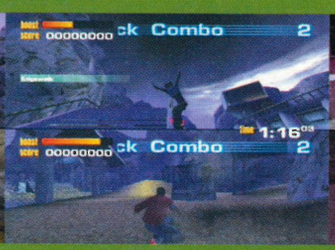
Although based on skateboard moves, an AirBlade gives you the ability to make the rider move almost independently of the board, spinning and twisting in the air before landing back on the deck. Plus because you are floating six inches off the ground, you can do tricks off virtually anything in the levels. In the first mission, for example, you can grind over a limo and trick off it, which is accompanied by the action briefly switching to slow-motion. More of this in the completed game is guaranteed to keep us drooling. You'll hear a lot of folk talking about *AirBlade* as a cross between *Tony Hawk*'s and *TrickStyle*,

BRING A LOT OF BOTTLE

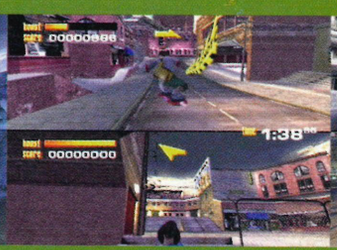
Welcome to the *AirBlade* multiplayer party – five modes that will have you and your mates elbowing each other for the hover board crown.



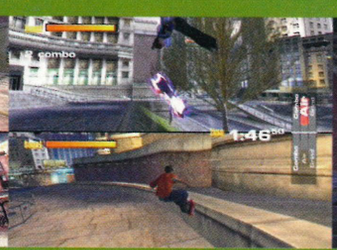
1. Score Attack
A straight, split-screen head-to-head. The aim: get more points than your pal in two minutes.



2. Trick List
An instructive series of tricks flash on screen for a few seconds telling you to perform a grind, spinning grind, or vertical pole grab, for example. He who completes the most tricks wins.



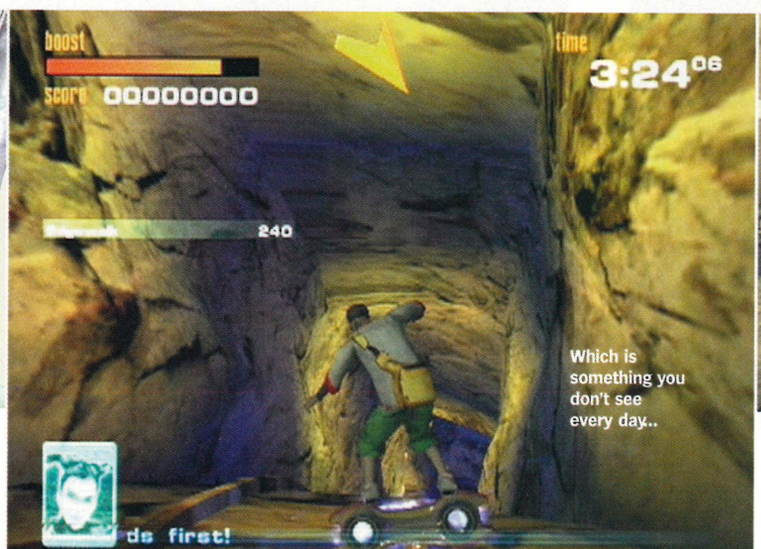
3. Ribbon Tag
Nothing too revolutionary here, but very competitive – one player grabs a piece of yellow tape which billows behind them while the other tries to steal it. Whoever gets the most steals wins.

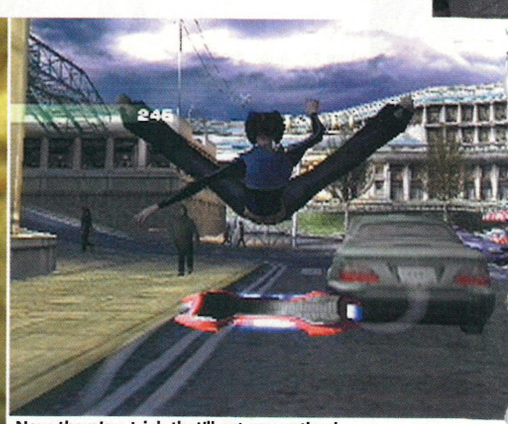


4. Show Off
A discreet display shows a bar for combos, air and grind which you tug towards your side of a central line by pulling off tricks. Your opponent pulls the other way and whoever has most on their side after two minutes wins.

5. Party Mode
Not a split-screen game, but a chance for up to eight players to take it in turn to attain a high score in just one minute. Play as many rounds as you can take and get ready for a few arguments.

No, you haven't lost your wheels. Just your head.





Now *there's* a trick that'll get you noticed...

Criterion's previous future boarding game for the Dreamcast (and originally mooted for PS2 before it was made over as *AirBlade*). They'll also talk about *Jet Set Radio*, a Dreamcast title based on futuristic rollerbladers and in truth, the Story mode is closer to this game than any other.

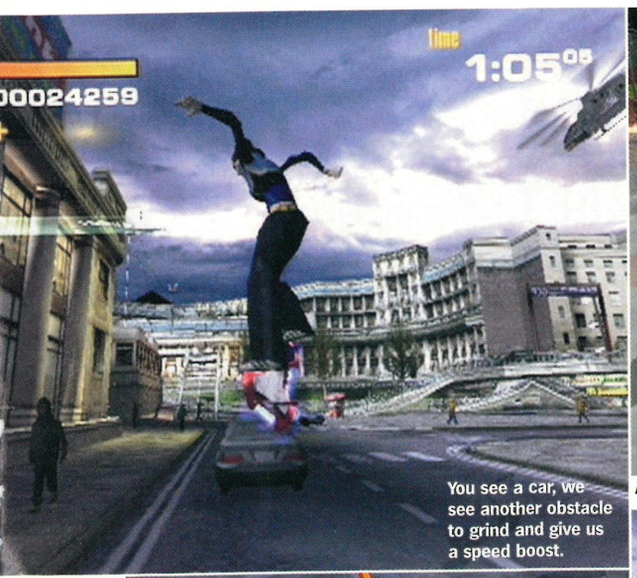
All the familiar tools and trademarks of the extreme genre are present – you can grind and flip, spin and trick. In terms of unique moves, the grab is taken to a whole a new level. Now you can whisk around vertical posts such as telegraph poles, as well as horizontal bars, which operate rather like a gymnast's and allow you to reach high-up areas.

The tricks themselves aren't just there for show – if you do a combo and the more spectacular the bigger the effect – you buy up a booster bar which allows you to achieve huge speeds and extend your jumps, giving you more air and, in turn, extra time to combine tricks.

SKATING ON AIR

AirBlade's Story mode is different to the *Tony Hawk's* Career mode which relies largely on trickery to boosts scores. Instead it places the emphasis on a continuous series of goals, which must be achieved to move the plot forwards and open up the next level. You might, for example, need to run down four guards, but you'll be guided between them (and the other level tasks) with arrows. Here lies a bit of a problem, as it could make the whole game a little too linear. Thankfully, the order of attack is not compulsory, and you can find a route of your own.

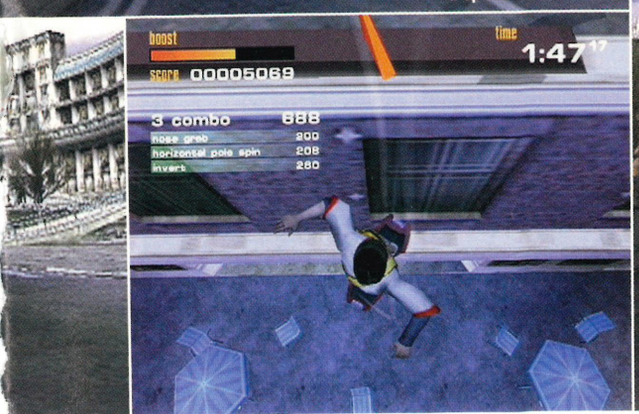
This constant time pressure means you are always keen to blast ahead, especially since you inherit your remaining time for the next phase of play. This is already giving the game a sense of real impetus. It makes for a very different feel to *Tony Hawk's*, as you have to complete the goals one after the other and failure on a later set of targets means you have to start the level over again. This mode not only provides a progression element in itself, but it unlocks levels for exploration in the



You see a car, we see another obstacle to grind and give us a speed boost.

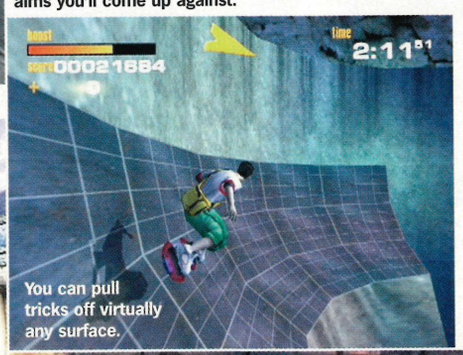
And that will definitely hurt in the morning.

Knocking over the GCP heavies is just one of the level aims you'll come up against.



Pull a combo of the roof – just make sure you land properly.

The grab move – in this case, on a surveillance camera pole.



You can pull tricks off virtually any surface.

Those damn traffic cones get everywhere.

various single and multiplayer games. Most notably, success in Story mode enables you to partake in Stunt Attack mode.

This welcome inclusion features a set of level targets such as grabbing a 50,000 points haul, achieving big air time, pulling off long combos and collecting groups of icons. It's not a new idea by any means but the formula works so well that it's a must for such games. The goals are designed to make you explore even more of each level and developer Criterion Studios has even thrown in a secret mission target that will net you the title '*AirBlade* master' on completion. The only sad omissions at this stage of development are power-ups, which would make for a more diverse experience.

FLOATING FEELING

As an antidote to the stress of target achievement, the Freestyle mode is a chance to explore each level and push your 'Blade to the maximum. Even though there's a slight lack of secret areas in the preview version we played, there's a lot of enjoyment to be had as you purposelessly wing around the environments, pushing your board to reach 'that' rail or nick 'that' pole to land your best trick ever.

Criterion plan to include a handful of other One-player modes to keep you entertained to boot. For example, all the pedestrians and traffic are cleared out for the Score Attack mode in which your aim is simply to get the highest score for each level and top the traditional 'leader board'. This is your first chance to have a crack at the half-pipes, which are surprisingly effective, catapulting you into the air and slowing you down so you can niftily whip together a series of moves. Your best work, however, will be done on the fly as you race around the level with more street-style skating.

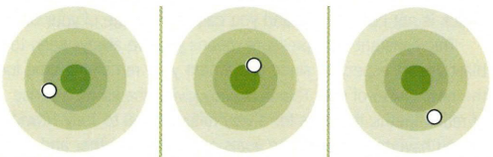
Okay, it's got the moves, a choice of game modes and futuristic and moody environments, but do the places you inhabit have to be so drab? Well... yes. The detailed, but murky levels – of which we played a cityscape; plenty of handy railings to practice your grinding and an industrial area; long straight runs perfect for attaining maximum pace – are juxtaposed with the enlightening, swooshing, multi-coloured vapour trails of the AirBlade to stunning visual result. Similarly, a momentarily disorienting haze is thrown over the screen when your boost is activated and you pick up speed.

The occasional FMV looks to have been interwoven with the action well and as your character enters each new level they view their situation in a slightly bemused manner, heightening your sense that you're embarking on a dangerous adventure. All of which makes for a good atmosphere. As befits a title of this genre there is some strong presentation on show in terms of jerky, jump-cutting menu screens and the by now obligatory breakbeat/hip-hop hybrid cut-up soundtrack.

If *AirBlade* is to prove a genuine contender for the King of the PS2 Extreme Sports titles, the difficulty curve which the early preview version we played displays will need to be levelled off. At present It's such that you all too often find yourself retracing your steps to try and complete a single element of a level. Overall though, from what we've seen so far, this beautiful looking and exciting title will be fast, suitably different and only rarely frustrating. Watch your back, Mr Hawk... ☐

ON TARGET? AIRBLADE

It looks fantastic, feels 'right' plus it offers a refreshing new slant on the extreme sports genre.



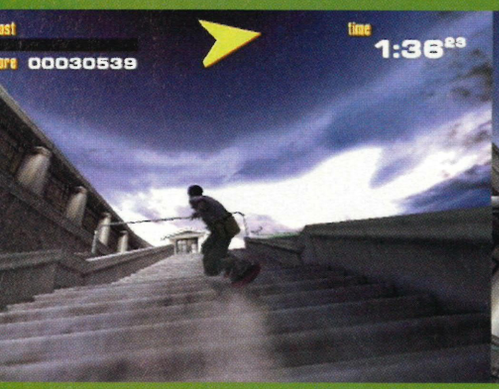
TRICKS
Not many, but they're all supremely spectacular.

GRAPHICS
Heralding in a second wave of PS2 graphics.

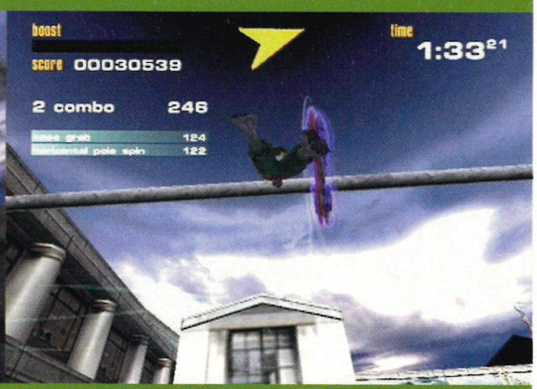
LEVELS
Big and multi-layered, but not enough to do at the moment.

HOW THE HELP

On the second level you'll need to hitch a ride on a helicopter, but you'll have to work out how to reach it as it's hovering way above the rooftops. This segment shows the immense vertical scale of the levels.



1. First take the stairs to get as high as you can without using rails to flip.



2. Then use this horizontal bar to flip onto the rooftops and grind towards a higher level.

3. Continue spinning along the roof and grab another horizontal bar to flip onto a high wire for a final grind.

4. Finally, one last grab and you're on the helicopter. Some say, "Gnarly!"; we say, "Could someone call an ambulance?"

It looks solid but it's actually breakable. You know what to do...

Which is either one helluva impressive trick or someone looking to make a bit of money on the side...

Thunderhawk
★OPERATION PHOENIX★

the **ultimate** flying machine

Thunderhawk is the most advanced military helicopter in the world. At 0-60 in 0.26 seconds and fully customised body armour, this machine can be flown through the most treacherous conditions known to man. The new **Thunderhawk** comes with a free co-pilot and all the latest in weapon technology. Take a fly for £39.99 and be prepared for some serious fun. (Air conditioning is not standard)!

For more info visit **www.thunderhawkgame.com**

Real Pictures taken during test flight.

CORE

PlayStation.2

EIDOS INTERACTIVE
eidos.com

Thunderhawk © Core Design Limited 2001.Published by Eidos Interactive Limited. Thunderhawk is a Trademark of Core Design Limited .All Rights Reserved. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

GRAND THEFT AUTO 3

WORDS: RYAN BUTT

'You talkin' to me?' – Get ready to do a Travis Bickle and bring an entire city to its knees in a sickeningly bloody fashion. Yup, it's Rockstar...

Publisher: Rockstar Games
Developer: DMA Design
Players: 1
Release: October

Liberty City: you'll never find a more wretched hive of scum and villainy. Drive-bys are an all-too frequent occurrence, tarts tout for action on darkened street corners and rival gangs make walking Fido after dusk a sure-fire trip to casualty. Or worse. It is this sprawling clone of a certain 'Big Apple' that plays host to the most compelling, anarchic action we've seen on the PS2 as *Grand Theft Auto* comes of age and shifts stylishly into a world of stark 3D.

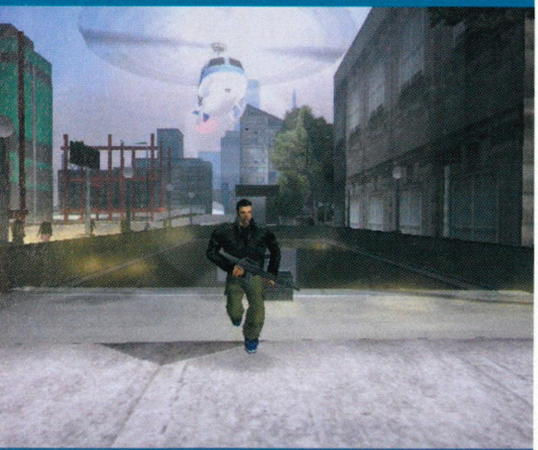
You play the hero (or anti-hero) who was about to enjoy a stint in chokey until the paddy wagon transporting him crashes. You flee the carnage with your co-prisoner who introduces you to some of his 'contacts', and it's now that climbing the sleaze ladder to become the city's main mobster begins. The game will be packed with missions, sub-missions and many ways to make a quick buck (including a taxi-driving level in which you can pinch a cab and ferry tourists around the city).

In Liberty City – which is divided up into different districts complete with their own unique architecture, clientele and motors – you have an unbridled freedom that holds the key to this game's appeal. As in previous *GTA* games you can steal any vehicle, start fights or cruise the streets with a delicious arsenal of firepower and perform a few unprovoked drive-bys.

GTA3 will have a specific timescale; so in 30 minutes of playing time, Liberty City experiences a whole day. In the day, civilians peruse the shops for bargains, by night the hoodlums crawl out of the shadows to commit all kinds of unscrupulous acts. Certain missions can only be carried out at certain times of day, so it's worthwhile just cruising and observing exactly how this city operates. It's estimated that the game will take roughly 48 hours to complete – if you know exactly what you're doing – but we suspect you'll spend at least that amount of time just stealing random cars, taking in the sights and savouring all the intricate little touches that this game has to offer. Of course, the same could be said of DMA's previous

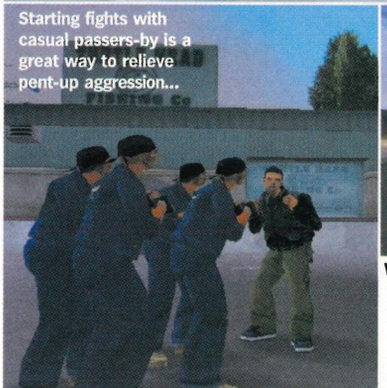
BIG BROTHER'S GOING DOWN

Beware, break the law and you will be followed.

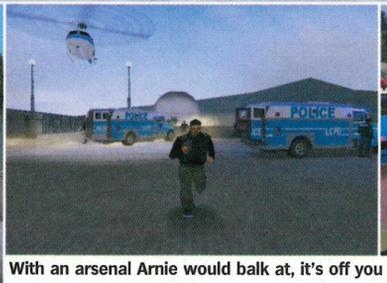


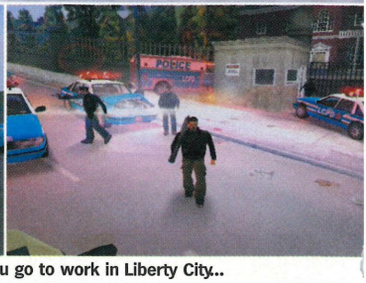
Drinkers may have noticed that it is getting increasingly harder to take a leak on the way home from the pub without some wall-mounted surveillance camera homing in on your particulars and beaming cringeworthy pictures back to the Met HQ. Unfortunately, Liberty City boasts no such technology, but too much law-breaking will result in the 'eye in the sky' taking flight and following your every move. Shaking off this iron eagle isn't easy, but with the right connections, you just might be able to lay your hands on a weapon that specialises in taking down large objects. If you catch our drift.

If your Felony Meter is buzzing, then you'd be ill-advised to travel on foot as you quickly become an easy target.



Starting fights with casual passers-by is a great way to relieve pent-up aggression...





With an arsenal Arnie would balk at, it's off you go to work in Liberty City...

games, but in full 3D this concept works infinitely better. This time out, *GTA3* expands the franchise's already rich environments and inserts the kind of hedonism that games such as *Driver 2* merely hint at – especially the hero's ability to roam around on foot. In this PS2-enriched game you'll be able to explore new avenues, not least taking on the entire LCPD single-handed. Cause a commotion and your felony meter will rise, attracting the attention of a lone patrol car. Give the officer a kicking and within seconds more cars will intervene.

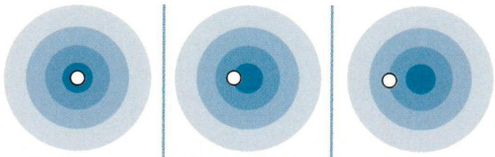
The cars available depend greatly on the city district you're in. Where the industrial district has knackered old station wagons, the financial district has speedy convertibles. Your best cars can be stored in a garage (which acts as the main save hub) and used for later missions when a bit of extra horsepower is required. You'll also be able to commandeer boats and even fly a plane.

So will *GTA3* stir up the same wave of controversy with its scenes of explicit violence? Probably. Even so, from what we've seen so far, Rockstar may not have to rely on PR guru Max Clifford to get them publicity because we're sure those 'Ban this sick filth' tabloid headlines are already in the post... □

//It's estimated the game will take over 48 hours to complete – if you know what you are doing//

ON TARGET? GRAND THEFT AUTO 3

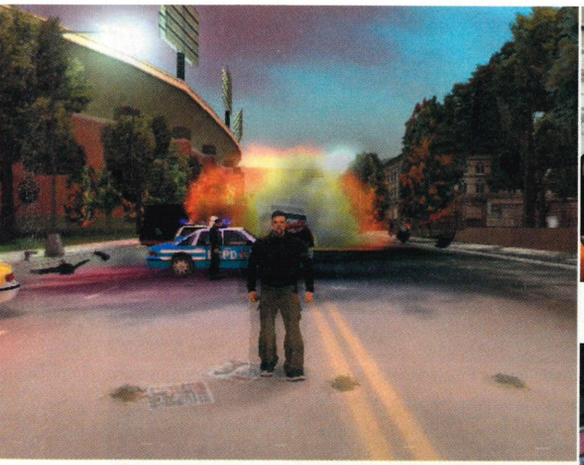
GTA3 will be the best way to do your worst. We can already smell the blood, fear and burning rubber – and it smells good.



VIOLENCE
Smack a cop's head clean off with a baseball bat...

RADIO STATIONS
They play everything from Pavarotti to Boyz II Girlz.

MOTORS
Loads to steal, but none of them are based on real ones.



Taking down rival gang members and leading the cops a merry jig is the name of the game.

Cut-scenes piece the plot together, but you'll be the one who determines the outcome...

Don't mess! Causing havoc in a nicked cop car, as always, is immensely satisfying.

Vehicles get knackered the more you thrash them.

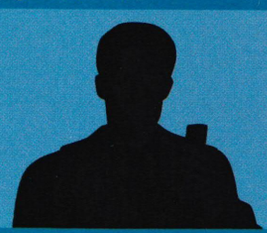
You can run but believe us, you can't hide...

SO WHO'S WHO?

Stars of blaxploitation and gangster flicks have been drafted in to give *Grand Theft Auto 3* that authentic feel...

Not only have certain tracks from the film *Scarface* been licensed for inclusion on the Liberty City air waves, some of the finest actors of modern times have been approached to provide the voice-overs. See if you can identify who they are by our cunning clues... (Answers at bottom of page – use a mirror!)

1. His most memorable performance saw him severing the ear off a copper before dousing him with petrol. He then went on to play some dweeb's dad in *Free Willy*.



2. He's most famous for playing FBI Special Agent Dale Cooper in the *Twin Peaks* TV serial. But ill-considered roles in *Showgirls* and *The Flintstones* nearly killed his career completely.

3. A long-time Scorsese stalwart, this actor has made appearances in *Raging Bull*, *Goodfellas* and *Casino*, usually getting 'whacked' in some suitably grizzly fashion by Joe Pesci.

4. A distinguished movie career has seen this actor play Guido in *Risky Business* and Cypher in *The Matrix*. He is perhaps most renowned for playing Ralph Cifaretti in *The Sopranos*.

Answers: 1. Michael Madsen 2. Kyle MacLachlan 3. Frank Vincent 4. Joe Pantoliano

WORDS: NICK JONES

ESPN X GAMES SKATEBOARDING

Can any skateboarding game hope to be a serious challenger for the *Tony Hawk's* crown?

Publisher: Konami
Developer: KCEO
Players: 1-2
Release: November

The *Tony Hawk's Pro Skater* series on PSone set the agenda – with brilliantly accessible skateboarding in a host of imaginative environments and inventive features. Now everyone's trying to catch up. With *Tony Hawk's 3* on the extreme sports horizon, online capabilities in tow, anyone hoping to tempt skateboarding fans away from Activision's king of the boards will need to pull a fast trick.

So how does *ESPN X Games Skateboarding* expect to compete? In the main because it will offer players the chance to take part in the skateboarding event of the extreme sports championship, the ESPN-sponsored Summer X Games. This event consists of skating in purpose-built skate parks complete with huge half-pipe ramps against real-life pro skaters such as Bob Burnquist (now defected from *Tony Hawk's*). Points will be awarded for difficult tricks and for the amount of these you manage to perform within a set time limit.

As well as this competition-based action, a street skating element that mirrors the *Tony Hawk's* Career mode to good effect will be included. The aim here being to complete sets of tasks while performing freeflowing, stylish tricks around the course. Complete all the tasks required in order to unlock the next level. It is here that you are given most licence to develop your own personal style of skating.

Naturally extra boards, boarders and other such gnarly paraphernalia such as trucks and wheels can be collected as you go as well as a mix of real-life and absurd skating locations to be unlocked. Courses have been inspired by such obvious skate arenas as San Francisco and, um, a housing estate in LA, as well as an oil tanker and a natural history museum.

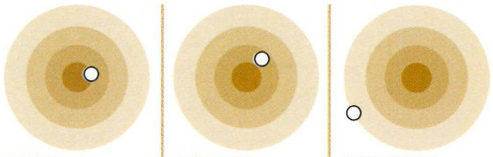
It is these more ridiculous courses that are the most exciting to play in terms of the possibilities they offer for high-scoring tricks and secret areas. In the natural history museum, for example, you can glide round the marble-floored halls and grind down the backs of fossilised dinosaurs. Take a bail on the oil tanker and you'll end up swimming in the briny.

ESPN X Games Skateboarding already appears to have the necessary blend of adrenaline-fuelled competition plus more freeform objective-based gameplay. It's this variety that already gives the game the necessary depth that will encourage repeated plays. Adding to this, there will also be a Two-player mode included in both the Championship and Street games, where you take turns with a fellow boarder to post the best trick score.

Although *ESPN X Games Skateboarding* is unlikely to radically change the face of the genre, it doesn't really have to. Instead it should appeal to fans of the sport as a decent alternative to its better-known, celebrity-endorsed rival. Game on. □

ON TARGET? ESPN X GAMES SKATEBOARDING

Slightly more challenging than PSone's *Tony Hawk's*, although at this stage most of the gameplay feels very familiar.



TRICKS
Requires a little more skill than its skating rivals.

COURSES
Well designed with loads of trick opportunities.

ORIGINALITY
None. Been there, done that, got the Carhartt T-shirt.

CAN YOU FIND A SECRET?

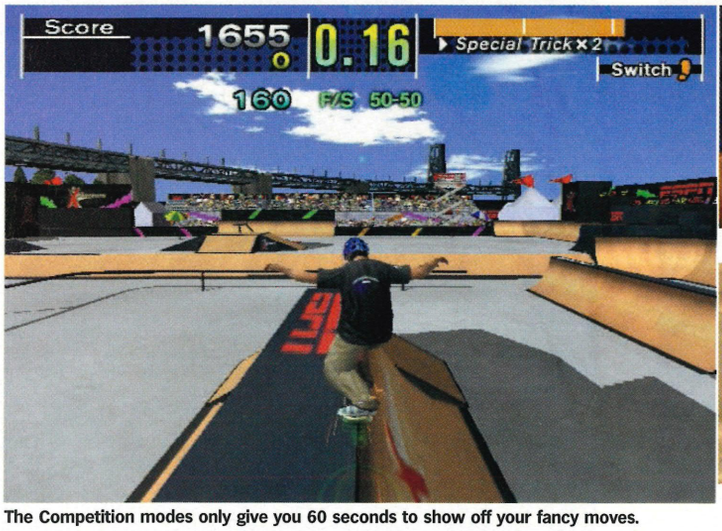
The sprawling levels in *ESPN X Games Skateboarding* have many places to explore. Consequently finding secret areas will reward you with loads of extra points – and thus we bid you welcome to the natural history museum...

Grind along the back of a dino...

Jump over the pterodactyls...

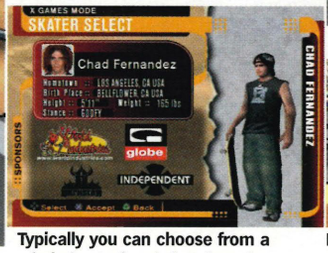
And you've found a secret stash of eggs and a huge points bonus!

Jurassic lark – much amusement is to be had in the museum.



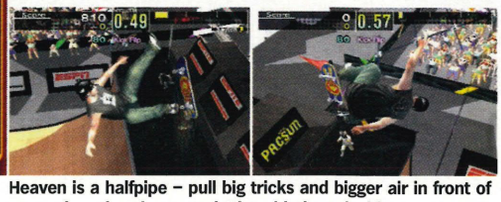
The Competition modes only give you 60 seconds to show off your fancy moves.

Skateboarding. On a ship. Right.



Typically you can choose from a whole host of real skateboarders.

In the Street levels, almost every surface has trick potential.



Heaven is a halfpipe – pull big tricks and bigger air in front of a massive, cheering crowd. Virtual judges decide your score.

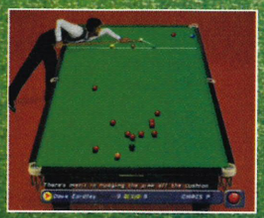
www.codemasters.com

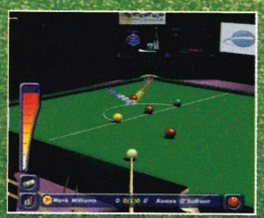
BATTLE 27 OF THE WORLD S GREATEST PLAYERS WITH YOUR BARE THUMBS.

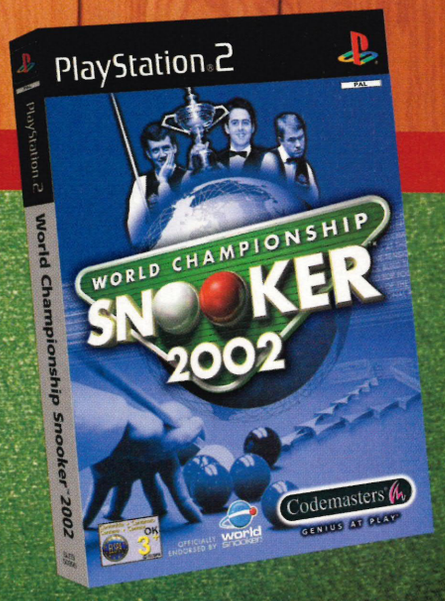
"A BRILLIANT RE-CREATION OF SNOOKER." OFFICIAL PLAYSTATION 2 MAGAZINE

WORLD CHAMPIONSHIP SNOOKER ON PLAYSTATION 2.

Got what it takes to take on the likes of O'Sullivan, Williams and Hendry? Now's your chance to go through all the highs (or maybe the lows) of a professional snooker career. With a stunning new 3D physics engine and unbeatable, near TV realism, you won't get closer to the real thing. Give yourself a break, get yourself World Championship Snooker 2002.







DEVELOPED BY BLADE INTERACTIVE STUDIOS

OFFICIALLY ENDORSED BY world snooker

©2001 Blade Interactive and The Codemasters Software Company Limited "Codemasters". All rights reserved. "Codemasters"® is a registered trademark of Codemasters. "World Championship Snooker"™2002 and "GENIUS AT PLAY"™ are trademarks of Codemasters. All other trademarks appearing in the game are the property of their respective owners. Developed by Blade Interactive. Published by Codemasters. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

Codemasters®

GENIUS AT PLAY™

WORDS: NICK JONES

SPLASHDOWN

Water sports have never been so... wet. Pull on a neon vest and get suited-up ready to take control of PS2's first Sea-Doo racer.

Publisher: Infogrames
Developer: Rainbow Studios
Players: 1-2
Release: November

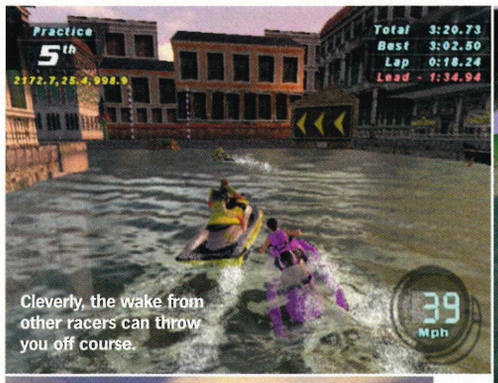
Reproducing life-like water is one of the holy grails of videogaming. Finally, someone seems to have managed it and has used it in a game where not only does it look fantastic, but it also serves as a vital part of the gameplay. We wouldn't want to dwell on the work done on the N64's then-impressive *Wave Race* but the effects in *Splashdown* are simply in another league. Ripples, waves, wakes and splashes – almost every imaginable water movement is in here and carried off with great aplomb by PS2. This is a racing game quite unlike any other.

The first thing that strikes you about *Splashdown* is how the handling is totally different to any other racing game. Rather obviously, in water you can't brake and so slowing down and making tight turns is really down to the position of your Sea-Doo (a brand of water vehicle made by Kawasaki) in the water. In order to turn the craft you have to be accelerating – otherwise you'll just float, pointing in the same direction. These two factors alone make *Splashdown* totally unique in the world of PS2 racing games.

Rather than manually steering the Sea-Doo, you have control over the rider. Moving him or her will change where the weight is – pulling left or right will help you corner, pulling back, left or right will help you take tighter turns. Pulling back also lifts the Sea-Doo slightly and enables it to go a little faster, while pushing forwards will force the Sea-Doo under the surface – pretty useful for avoiding any obstacles blocking your way.

For all its subtle controls, the actual structure of *Splashdown* is pretty straightforward and designed very much like a racing game. You take part in increasingly difficult races working your way to a final – this includes Arcade, which is basically a quick race and the now ubiquitous Career mode where you take part in a Sea-Doo Grand Prix. Along the way you get to open up new courses and new racers. Naturally different racers have different skills: you'll find average

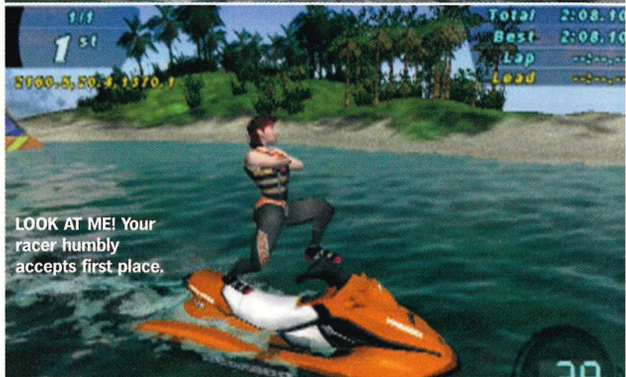
No one could accuse *Splashdown* of playing at home. Courses include Venice, the Med, Loch Ness and the Bermuda Triangle.



Cleverly, the wake from other racers can throw you off course.

Expect no favours from the computer racers – they're hard as hell.

***Splashdown* uses the same game engine as *ATV Offroad*, enabling some impressively huge landscapes.**

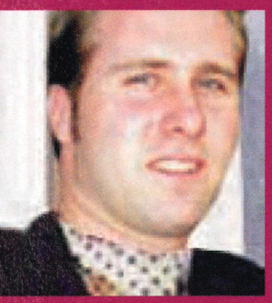


LOOK AT ME! Your racer humbly accepts first place.

Q&A

SEA TALES

***Splashdown*'s Lead Designer Jordan Itkowitz talks to *OPS2* about water, *Wave Race 64* and the weather.**



What would say *Splashdown* has over a regular racing game?
Well, I don't know what a 'regular racing game' entails, but I will tell you about what makes *Splashdown* so unique. The water's gonna be what people notice first – it's pretty remarkable, both in its look and its behaviour.

When you couple this with the robust, realistic physics model for the vehicles, you get an incredibly fun and novel driving experience. There haven't been many water-based racing games out there, and I think everyone should agree that *Splashdown* just feels different. It's very satisfying. Throw in the stunts, some arcade-based gameplay (ie, building up your vehicle's performance during the race) and a whimsical, snappy sense of humour, and I think people are really going to enjoy themselves.

How big an influence has *Wave Race 64* been for you?
We've all played that game inside and out, and it's wonderful – really fun, well-balanced. *Wave Race* certainly provided some great inspiration, but from the beginning, we knew we were crafting a different beast. And I think that's what we got.

The water effects are incredible. Can you tell us a little bit about how this was achieved?
Well... actually, our 'waterboy,' Doug McNabb, tried a few different approaches before his big epiphany. In fact, I think he was so excited, he wet himself! From there on, it was a team effort – many members of the team contributing to elements such as the wake physics, the rendering, particles and so on. We're definitely pleased with it and appreciate the positive reaction it's been getting.

Did you consider putting weather in the game?
We've toyed with it, and prototyped a few effects, with some promising results. That's all I can say at this point.

How have you managed to keep the racing different on each course?
Choosing 18+ disparate and exciting locations around the world was a blast – coming up with the specific elements that made each one special, and then it was just a matter of asking "Wouldn't it be cool if...?" I think a great deal of design discussions must start that way.

Anyway, we've tried to present different challenges and work in different skills that you need to master. You know, create a natural progression that continually tests you and rewards you for mastering a given skill – any good game should have that. And then there's our AI, which scale to your performance during the race – a dynamic system like that is always gonna keep things fresh.

characters with good all-round skills and characters with low acceleration and a high top speed, for example.

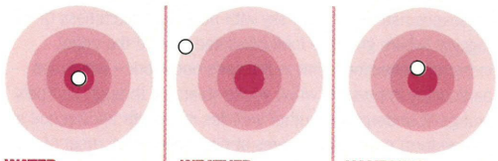
It wouldn't be an effective extreme sports title without a few tricks thrown in for good measure. Here this is used to increase the top speed of your Sea-Doo. If you perform stunts as you're leaping off some enormous ramp your Sea-Doo will be able to eke out a few extra mph. Sadly *Splashdown* can only support a two-player game, but with so much maths going on calculating the movement of the water, this is hardly a surprise.

Some aspects of the course layout still need attention. Racing is fine if you're keeping down the straight and narrow and know the course well enough, but we found that all too often when you fall off, you find yourself struggling to make a tight turn in an impossibly narrow channel to continue, putting the race well beyond your reach. Hopefully this is something that will be corrected before the final version is released.

At present, *Splashdown* is causing a degree of excitement as it looks to be one of those rarest-of-things – an original racing game. Controlling the Sea-Doo is great fun and there's plenty of scope for racing of the sort never seen before on PlayStation 2. *Splashdown* should provide a seriously interesting alternative to Tarmac racing come November. □

ON TARGET? SPLASHDOWN

Brilliant water effects, subtle, intuitive handling and some intelligent computer racers. Could well turn out to be a *SSX*-style dark horse hit.



WATER
Effects so real, you won't believe that it's in a videogame.

WEATHER
Rain and wind could've spiced things up a lot.

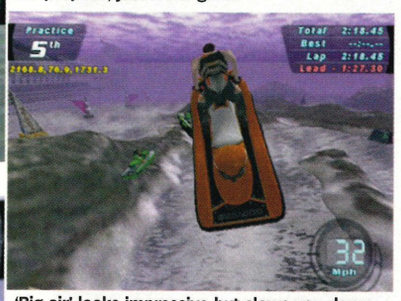
HANDLING
Like nothing else on the market, a totally unique experience.

//The first thing that strikes you is how the handling is totally different to other racing games//

Two-player is up, running and playing smooth.

Performing tricks looks good and can boost your speed.

Plant a camera and watch how cool you look. No purpose, just looks good.



'Big air' looks impressive but slows you down – it's much better to stay in the water.

Some tricks can be performed in the water but most require the biggest of air.

MAKIN' WAVES

How water takes racing to a whole new level.

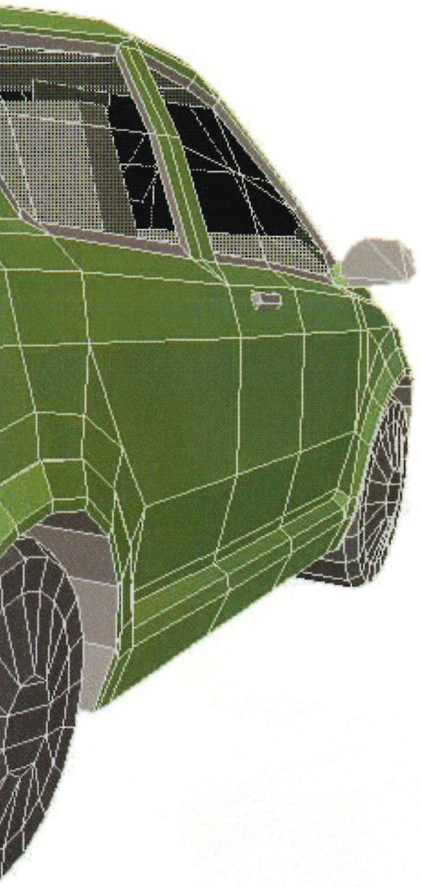
Splashdown's water effects are truly stunning. Ripples, wakes and waves all affect how your Sea-Doo handles making it quite unlike any other racing game. And cleverly, just like in Real Life, the game imitates different types of water depending on where the race is located.

Sea
On these coastal courses you get tidal waves. Positioning your Sea-Doo's nose is vital so that you don't lose speed.

Canal
Generally renowned for calm waters, but the narrow channels are affected by turbulence when a lot of Sea-Doos are racing.

Lake
One of the calmest racing conditions you can get but that still doesn't stop competitors causing you problems.

River
Similar to canal water but you have to watch out for the height of the river bed – you can ground your craft.



WORDS: TIM WEAVER

BURNOUT

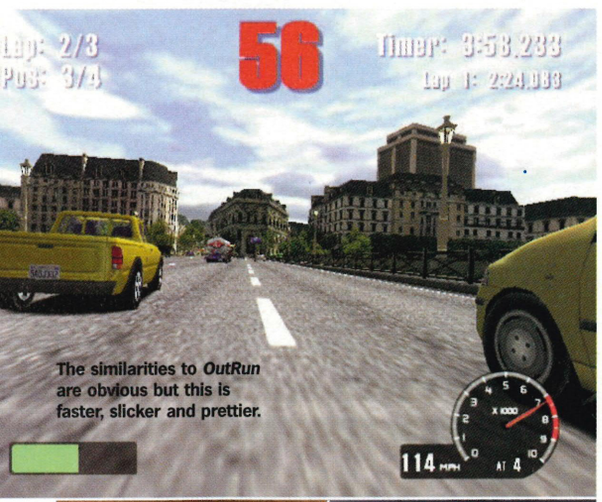
Belt up, sit tight and prepare for the fastest PlayStation 2 driving game you'll ever play. Really.

Publisher: Acclaim
Developer: Criterion Studios
Player: 1-2
Release: November

Given that Sega has now committed itself to just about every major platform under the sun, it's not inconceivable that a company whose foundations lie in classic arcade games might look to swell the numbers in their outstanding portfolio of titles by reworking some of the classics currently laying dormant in their vaults. If such a thing were to happen some – but, more likely, most – of us would call for a jazzed-up, next-gen version of *OutRun*, the classic racer that still lives as fondly in the memory as any *Sonic* number.

Sadly, that doesn't look likely to happen, for the time being at least (though, by Sega's own admission, it's not entirely out of the question) which is where Criterion's *Burnout* comes in. Known previously as 'Shiny Red Car' (as exclusively featured in *OPS2* #04), the Guildford-based studio has now renamed the first of its PlayStation 2 titles (*AirBlade* being the other) and is rapidly creating something so true to the spirit of Sega's classic that it could almost be a bona fide sequel. But, then, this *is* PS2 and while *Burnout* might be working from the same blueprint as *OutRun*, it is quietly evolving into an altogether more impressive beast.

Fused against a technical background, creating 'middleware' development tools for other third-party coders such as Ubi Soft and Konami, Criterion's move into games has been pretty much effortless. *Burnout*'s simply a case in point: huge, beautiful cityscapes rise up into the sky with no hint of glitchiness or 'jaggies' (where graphics look pixellated around the edge). Incredible reflections glint in the car's bodywork – which are particularly impressive when you're steaming through Europe's orange-lit underpasses; other vehicles react with intelligence as you perform crazy manoeuvres at high speed; but, most of all, the scenery whips past at such an eye-blistering pace it makes everything else on PlayStation 2 look like a Sunday afternoon drive in a Ford Fiesta GL.



The similarities to *OutRun* are obvious but this is faster, slicker and prettier.

Fill your boost meter by taking risks on the courses.

Crashing is a spectacular affair.

Q&A

BURN RUBBER

We nabbed Chris Roberts, Lead Designer on *Burnout*, and talked cars, cars and, um, cars...

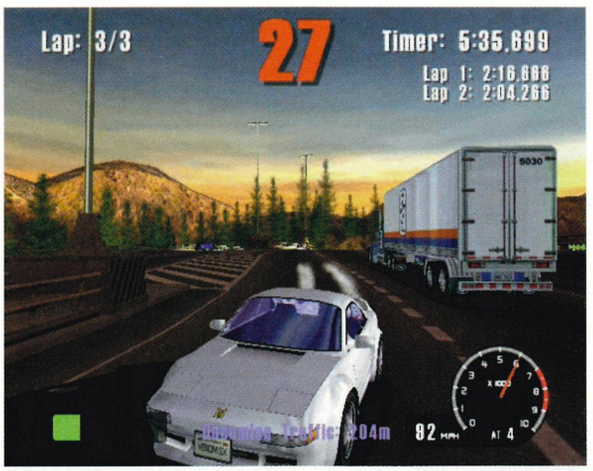
***Burnout* feels like being dropped into the middle of *Bullit*.**
It's fair to say that we watched a lot of movies and DVDs when we began making this game. Basically, anything that featured good car sequences, car chases or car crashes. In fact, *Burnout* really began when I first received the US version of the Robert De Niro film *Ronin*. This movie features some of the best car chases ever, pushing everyday cars such as BMWs or Peugeot 406s to the limit on city and mountain courses. We also loved the car chase at the beginning of *GoldenEye* where the Aston Martin races the Ferrari – and also the amazing chase in *Basic Instinct* with the Lotus Esprit and the twisty mountain road.

There's also an amazing Jackie Chan movie called *Who Am I?* that features possibly the best two-wheel car stunt I've ever seen. If you're a Mitsubishu Evo fan then definitely watch this film! If you look carefully at some of our stages, such as River City or Harbour Town, you can see where the inspiration came from.

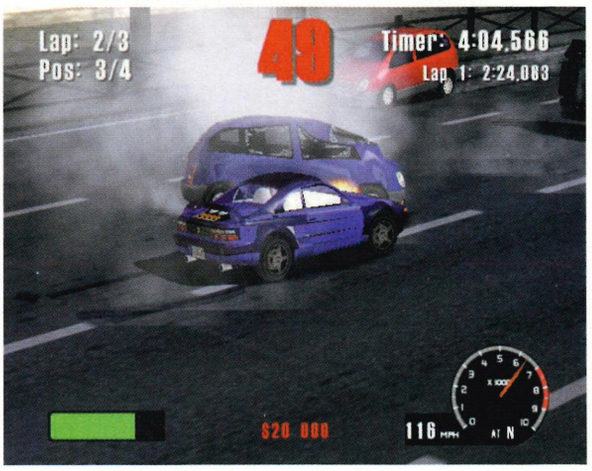
***OutRun* also seems to have played a vital part in *Burnout*'s development...**
OutRun is one of my all-time favourite coin-ops, so I've always wanted to see an update of that. Initially, we thought about creating long point-to-point racing stages like *OutRun*, but in the end we went for a lap-based experience. We felt that the player would enjoy learning the courses and learning their layout and feel.

Any plans to go online with *Burnout*?
Not for this first version of the game as we've only just received the PS2 Hard Drive. But who knows, the future is an interesting place...

PHOTO: JAMES CUMPSTY



Split-second decisions are required to plot a safe path through the traffic.



Expect perfect recreations of your more crushing moments...

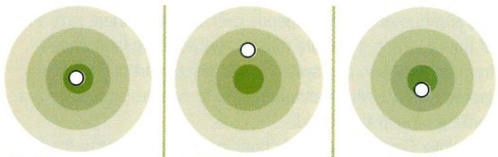
Make no mistake, *Burnout* looks fast – so fast, in fact, that it's as much a test of reactions as it is of skill. Although the courses are lap-based, checkpoints need to be adhered to in order to progress, and there are two additional elements that will make *Burnout* more than just another racing game. First, there's a huge amount of traffic to contend with and avoid (made much easier than it looks by some sublime handling) and, second, there are spectacular crashes if you fail. The latter inclusion especially makes for impressive viewing: hit another vehicle and, with a screech and a blur, your car twists and turns with its windscreen shattering or its wheels buckling.

Movement in midair is handled perfectly thanks to some ultra-realistic physics – and, in actual fact, making contact with other cars eventually becomes important, as the game awards you for spectacular crashes.

The finished game will include 14 courses spread across Europe and America and – initially at least – only six cars to drive. So *Burnout*'s a simple enough game, undemanding in terms of the objectives it sets you, but fabulous entertainment – a faster, slicker successor to *Crazy Taxi* while being a useful precursor to a new *OutRun* or even *Stuntman*. We simply can't wait to get our hands on the final version. □

ON TARGET? BURNOUT

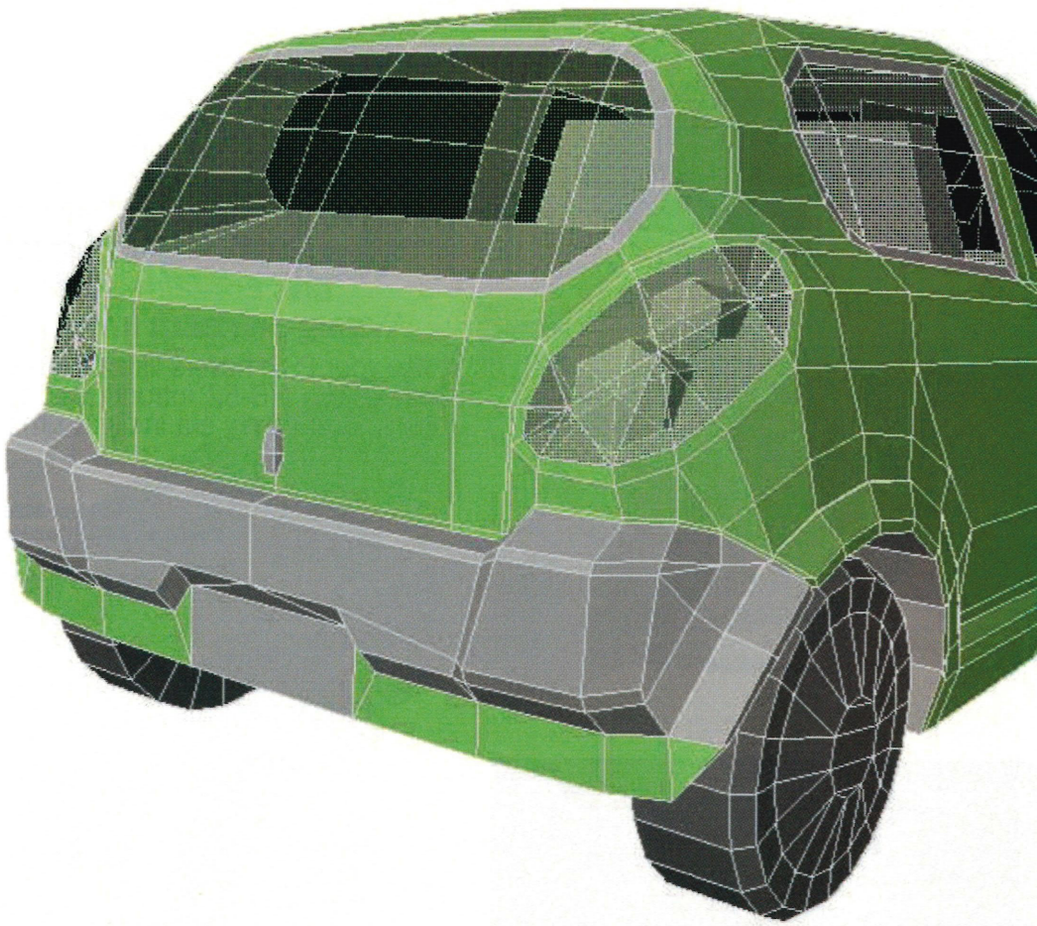
It's *OutRun*, it's *Ronin*, it's that bit from *Basic Instinct*... Question is: How close is *Burnout* to the bull's-eye?



SPEED
It's fast as hell, and at 60fps your eyes will be watering.

SCENERY
It's not *GT3* but *Burnout*'s looking nice where it counts.

MULTIPLAYER
Two-player whips along with almost no drop in detail.



WORDS: LEE HALL

DROPSHIP

It purrs like your PS2, hovers like a hornet and stings like a B-52; introducing the Dropship and a new era in flight sims.

Publisher: SCEE
Developer: Studio Camden
Players: 1
Release: October

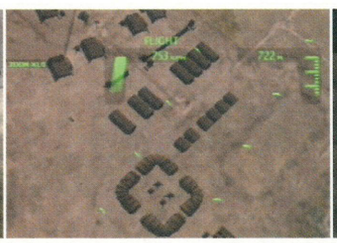
Remember when flight sims required a 42-button keyboard overlay and a 13-button sequence to get a F16 in the air? Remember the frustration as a Sidewinder, fired from a plane you couldn't see, fatally punctured your fuselage? Well, things have changed...

Enter Studio Camden's *Dropship*, a combination of futuristic technology and WWI-style dogfighting. The star of the game is your craft, a military transporter plane with a difference: it displays supersonic speed with the ability to slow to a crawl in midair without dropping like a stone, making it a deadly weapon. The implications for gameplay are huge: grind to a halt in the middle of an all-out battle, watch missiles and enemy jets streak by you, then, with explosive force, exit the scene and return to wreak havoc seconds later.

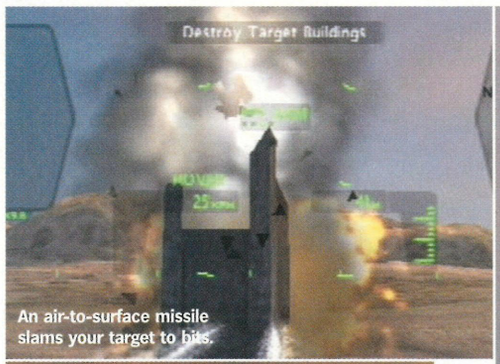
Though it hardly matters when you're twisting away from bursts of SAM missiles, you are part of the United Peace Force fighting bad eggs the world over. Your Dropship acts as a short-range hover-plane and fighter jet with just a quick button press switching between the two modes.

As you skip into the Full Flight mode, wispy vapour trails drift from the tips of the Dropship's wings. You can also follow a missile from a first-person perspective and use the right analogue stick to zoom into distant targets before nailing them with rockets, missiles and powerful machine guns. It's all technically impressive stuff. What's more, even when you apply the afterburner to reach speeds over 1,800kph, there isn't a hint of pop-up. Then if you tire of viewing the rolling landscapes from on high, you can switch to the discomfort of an APC ground vehicle, which although easy to handle, 'suffers' from a thrilling propensity to skid.

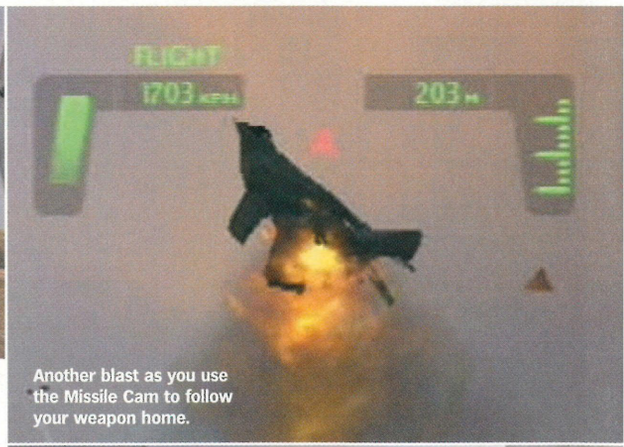
While *Dropship* is clearly bursting with great ideas, it's still only 70 percent complete, and it shows. In fact, there are some cracks that need welding together, rather than papering over, if this is to be a truly outstanding game. The first mission, for



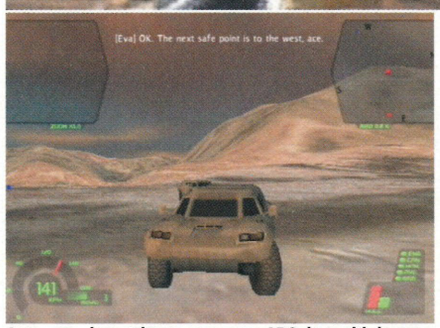
First, engage in a dogfight. Now, slip silently into Hover Mode for a swift reccy. Finally, blast the gubbins out of an enemy radar!



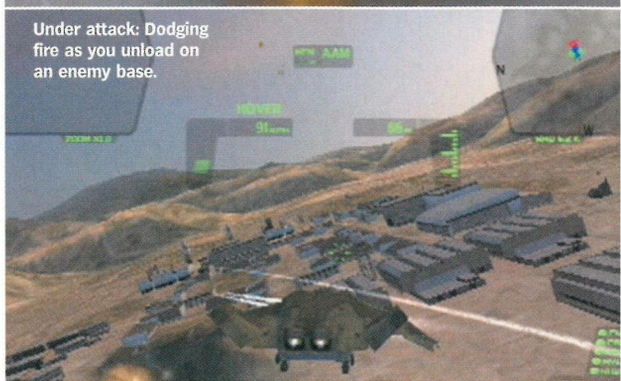
An air-to-surface missile slams your target to bits.



Another blast as you use the Missile Cam to follow your weapon home.



An enemy jeep tries to ram your APC, but with heavy armour and mean ordnance, you're safe as houses.



Under attack: Dodging fire as you unload on an enemy base.

Q&A

IN THE ZONE

***Dropship* Producer Peter Edwards talks hostages, dogfighting and the coolest of craft.**

Is *Dropship* a direct backlash against old skool, dry, flight combat sims?
Not so much a backlash as an alternative. Flight sims are popular and there's no doubt they offer a realistic experience. However, *Dropship* is a PS2 game, and much more of an action experience. We set out from the beginning to produce a game that features the involvement and realism of a flight sim, without complexity. It's easy and quick to pick up and play with a variety of cool craft to control.

Did you set out to create a dogfight feel or was that a by-product of the vehicle you are working with?
Any flight combat game has to have good dogfighting. That's a given. So obviously this was our intention from the very beginning. What we're particularly proud of is that we have dogfighting that's as fun and involving as any of the current crop of flight combat games, but on top of that we also have fantastic ground combat action featuring Jeeps, tanks, artillery, individual soldiers and more. That's something that none of our competitors can boast.

Describe a passage of in-game play in loving detail that epitomises the *Dropship* experience.
There's a mission where you fly across to a base where some of your team-mates are being held hostage. First you have to clear the landing zones for other Dropships. Then you must protect the airspace above the tanks while they clear the area around the base. Next you need to use the attack Jeep to get into the base and quickly get the hostages out.

You'll have to shrewdly pick your way through the base, shooting down enemy tanks and soldiers to find the hostages. Once you find them you have to control the Jeep's guns to protect them while they're breaking cover to get in the back of the Jeep. Then you have to find a route back out of the base to the Dropship which your co-pilot is waiting in. It's very involving, very deep gameplay and it's seriously addictive.

How early did you decide to include the APC? Was it added later to capitalise on the stunning and expansive environments you have created?
We always had the idea of a Russian Doll concept to the game – you pilot a Dropship, which carries ground vehicles, which in turn carry troops. We always wanted to be able to control the ground units, and it's this part of the design that led to the landscape having such credible detail at all levels. Whether you're flying above the clouds at 8km, or driving on the ground, the landscape has a believable level of detail to it. We always wanted to make the driving an enjoyable part of the game. We weren't sure initially whether we could pull it off, but we've managed it – driving around shooting at enemy tanks is essential gameplay.

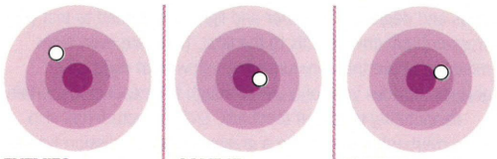
example, is a familiar test for flight sim stalwarts – you have to fly with pace and control through a sinewy ravine. The missions that follow are, at this stage, little more original than that. The main element is the escort, seek and destroy and ground target destruction tasks, with the switch to the ground vehicle proving the main device for variety. The missions are also particularly tough with no learning curve early on, despite the presence of three training missions.

There's an inevitable trade-off in creating a realistic-looking flight sim free from a restrictive attention to detail, too. There are too many opportunities to fire and forget, which can make combat seem pretty basic at times, but other simplified aspects of the game are much more useful. The damage mechanism, for example, means that you can still take hits to your engine power, radar or HUD without crashing to the ground, giving you the chance to play the hero when you temporarily lose your navigation system.

However, Studio Camden seems firmly on course with *Dropship*. The developer is walking the fine line between action and simulation, and all that's needed now is for their attention to turn to ramping up tactics and balancing the difficulty curve in time for release. The future of flight sims starts here. □

ON TARGET? DROPSHIP

A clever balance of old skool dogfighting and high-tech weaponry. A few tweaks could make this a must-have PS2 title.

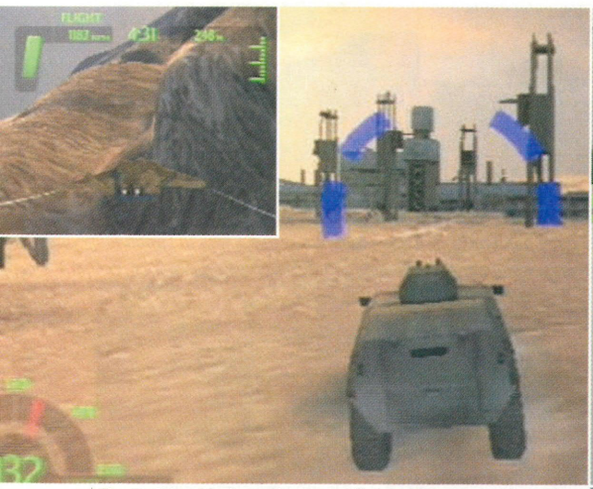


ENEMIES
They seem far thicker in the skull than in the hull.

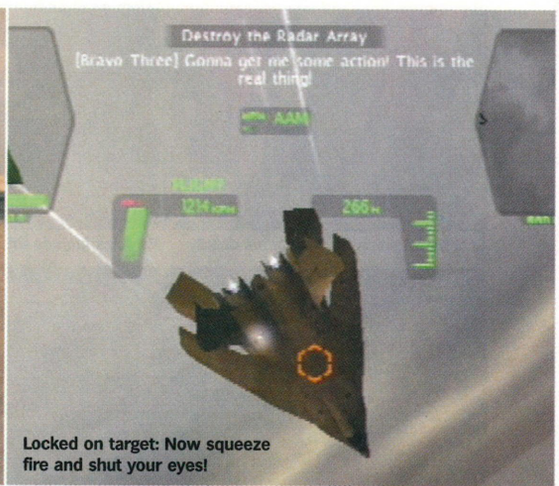
COMBAT
High action dogfights but without the 12-key combos…

VARIETY
The missions are familiar, but two vehicles to master.

//Zoom into distant targets before nailing them with rockets, missiles and powerful machine guns//

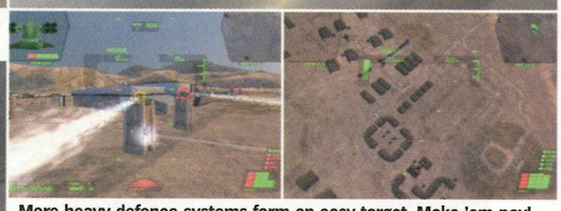


The Training Mode equips you will the skills needed in real combat with a fun checkpoint mini-game.



Locked on target: Now squeeze fire and shut your eyes!

You're in the army now – so let loose with your payload!



More heavy defence systems form an easy target. Make 'em pay!

The beatific approach of a chopper while the battle rages on...

GROUND FORCE

It's not all air combat as *Dropship* let's you off-road in an ultra-resilient APC.

MINES A-PLENTY
The North African stage features one mission in which HQ guides you through a series of waypoints as you zip across a landscape pitted with mines and irate enemy vehicles.

BLAST MASTER
Later you're wedged into your APC's turret, riding shotgun in a classic shoot-out against land and air forces. Sadly, SCEE has no plans for a double-barrelled, recoiling G-Con just yet.

HIDE AND SNEAK
The dense canopy of the Colombian jungle environment allows you to sneak up on a string of enemy vehicles. Switch to the first-person view to negotiate the woods, then strike.

SMUGGLER'S RUN 2: HOSTILE TERRITORY

WORDS: PAUL FITZPATRICK

How do you go about building on the success of an unheralded PS2 sleeper hit? Angel Studios thinks it has the answer.

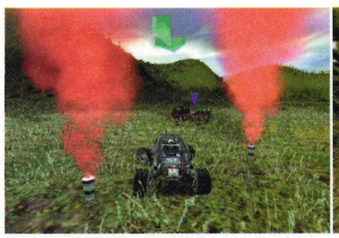
Publisher: Rockstar Games
Developer: Angel Studios
Players: 1-2
Release: November

The original *Smuggler's Run* was a surprise hit that pulled ahead of many hype heavy PS2 launch games thanks to an element that failed to register with those flashier, next-gen graphics-obsessed also rans. Gameplay. Pure and simple. *Smuggler's Run* seduced gamers with an arresting combination of missions married to a well-balanced driving engine. An experience that made you grin from ear to felony-committing ear.

Not bad for a game whose short development time and release were tied firmly to the PS2's own launch date. And so, even as *The Run* hit the shops, a sequel was already being planned by developer Angel Studios. A sequel that would fulfil *all* the promise of the newborn franchise. Fast forward a year and the final touches are being made to *Smuggler's Run 2*. And as its subtitle '*Hostile Territory*' suggests, this time having your collar felt by the rozzers is going to be the least of your worries.

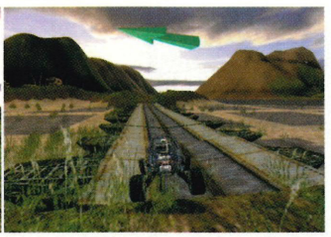
To kick off, the relatively benign Mexican and Canadian borders of the first game have been left for the altogether more 'interesting' territories of Afghanistan and Vietnam, complete with the insurance-buggering headaches of crossfire from tank-equipped warring factions and the occasional minefield. And that's in addition to Mother Nature's interference. The eighty plus missions will be scattered between three tightly designed 40km square environments: Afghanistan in summer, and Vietnam and Afghanistan in winter. Each will threaten various types and degrees of weather and lighting designed to test your cross-country driving skills to the limit. There are even night missions where the unnatural green glow from night vision goggles provides your only view through the treacherous terrain.

Responding to punter feedback, *SR2*'s structure has also been overhauled to cushion a greater variety of mission types with an FMV bolstered plot that will, it's hoped, tie the action into a far more satisfying whole than was found with the first game. In addition to the core pick up and drop off missions,

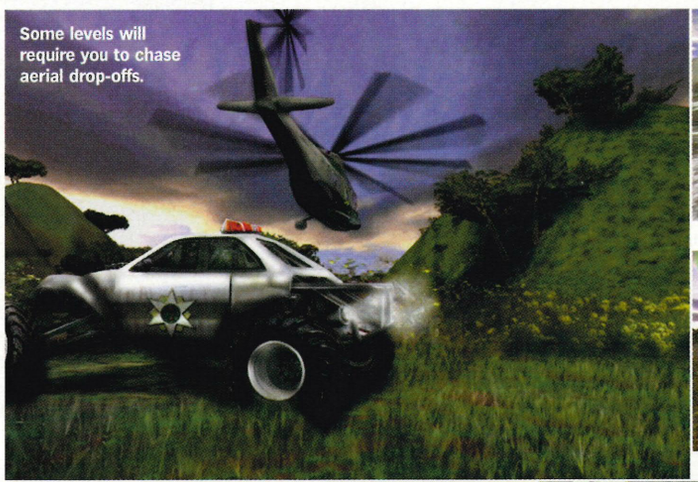


Green and pleasant, but *SR2* is deadly.

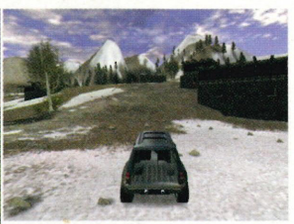
Vehicles include this army half-track.



Detail does not mean a loss in speed.

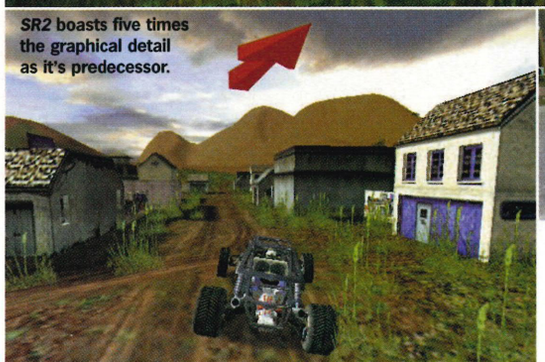


Some levels will require you to chase aerial drop-offs.

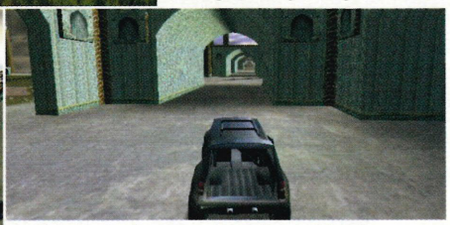


Levels are predictably huge.

Picking up booty is only the start.



SR2 boasts five times the graphical detail as it's predecessor.



Vehicle choice is now a strategic consideration.

Q&A

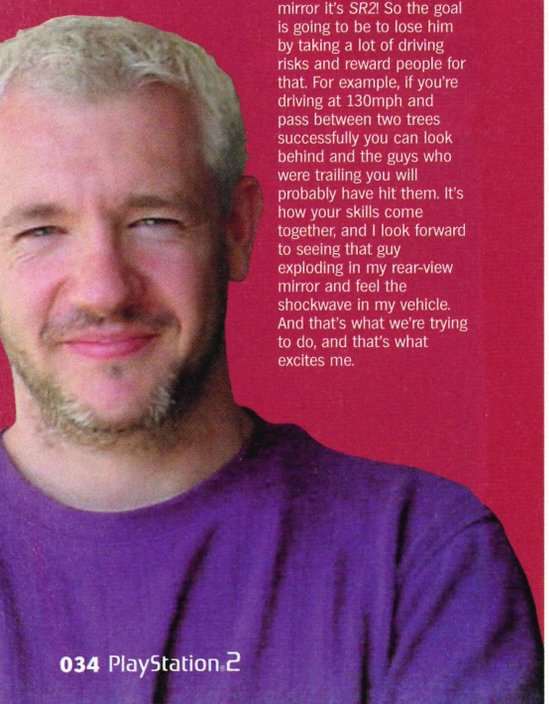
A WORD FROM THE WISE

We chased Director of Game Design, Frederic Markus, caught and grilled him on Angel Studios' latest crime spree.

How did the sequel to *Smuggler's Run* come about?
Smuggler's Run had to be a launch title for PS2 so that gives you a lot of constraints with time. About halfway through its development we knew there was so much that could be done that we'd have to do another one. With *Hostile Territory* we had much more time.

What did you feel needed to be improved in *SR2*?
We read newsgroups and people were saying "Hey, what about more a mission-oriented game?" and we were like, "Okay! We know guys! It's coming! Just hold on!" Also with the first game, the difficulty ramp up was so well-tuned. We had problems with the AI that we've worked on for this game. It's nearly always a work in progress because as you're doing it you're discovering new stuff.

What excites you about the game?
What I'm trying to get out of this game is the reward of nailing a guy who's bothering me. Now you can see him in your rear-view mirror. If there's a game that needs a rear-view mirror it's *SR2*! So the goal is going to be to lose him by taking a lot of driving risks and reward people for that. For example, if you're driving at 130mph and pass between two trees successfully you can look behind and the guys who were trailing you will probably have hit them. It's how your skills come together, and I look forward to seeing that guy exploding in my rear-view mirror and feel the shockwave in my vehicle. And that's what we're trying to do, and that's what excites me.

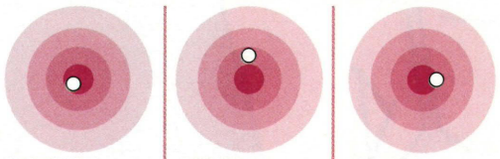


would-be petrol heads will have to chase transport planes collecting the multiple packages they drop; locate and destroy stationary targets by colliding with them; trail vehicles to hidden bases; and even chase and ram opponents off the road. What's more, even basic missions will have added dangers in the form of fragile contraband that can be bumped off your vehicle, heavy packages that will slow you down and biohazardous booty that will explode mid-mission if you're not careful. But the fight isn't all one-sided. Complete enough missions and you will earn power-up 'countermeasures' in the form of smoke bombs, oil slicks, 'real' bomb and nitro boosts. But with only five of each per car, you'll need to use them wisely.

Visually too, *SR2* is eclipsing its predecessor with five times as much detail and an unwavering 30fps that looks a damn sight faster than it sounds and has enabled the developers to create a lush 3,000 metre forward draw distance, *and* a further 600 metres out of a newly added rear-view mirror. If *SR2*'s Career mode evolves to keep pace with the game's graphics, and the promised sharpening of the already supreme handling doesn't change, this could easily match its big brother's success. And then some. □

ON TARGET? SMUGGLER'S RUN 2: HOSTILE TERRITORY

An accomplished update of one of PS2's best launch titles is on its way. Will increased danger and new visuals draw in the crowds?

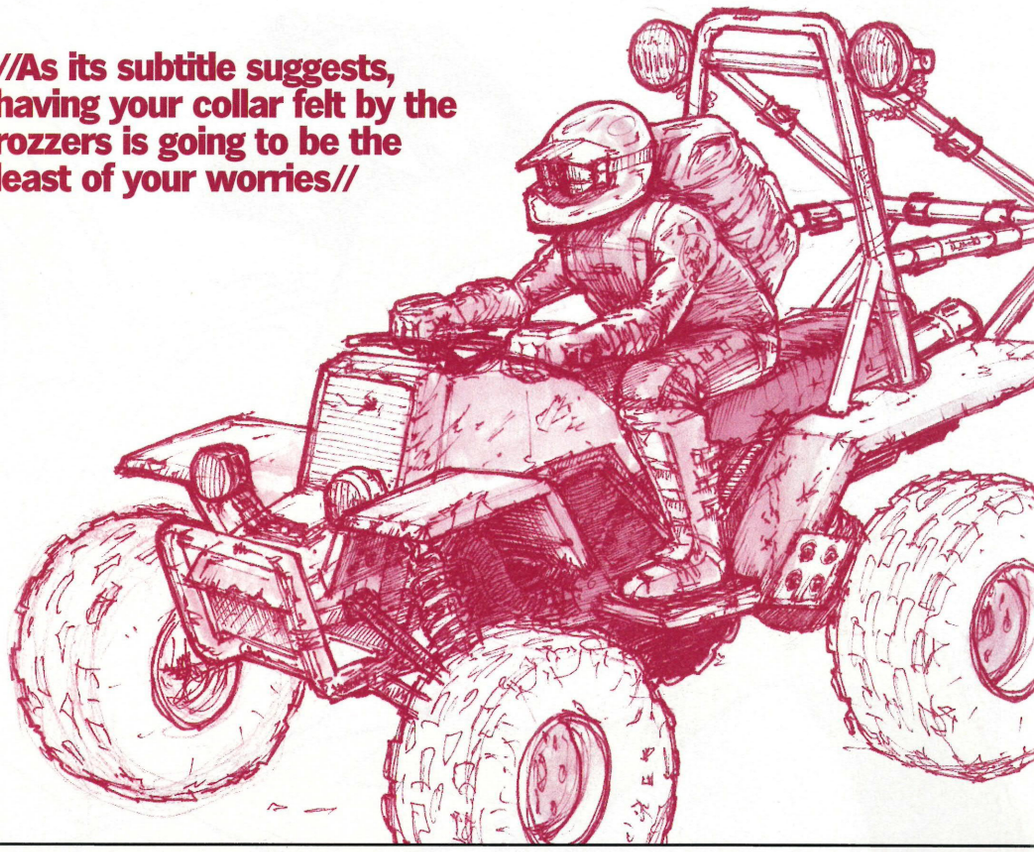


GRAPHICS
Lush greenery, temples and no unintentional fog.

DANGER
SR1's action seems as dangerous as scrumping apples.

ROADKILL?
Elephants, camels, bison and 12 types of pedestrian.

//As its subtitle suggests, having your collar felt by the rozzers is going to be the least of your worries//



FUN LOVIN' CRIMINALS

Love Ya Back - FLC's debut DVD VIDEO release is out now.

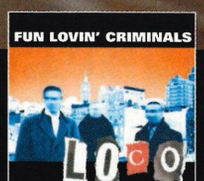
Featuring eight promotional videos including Scooby Snacks, Big Night Out and Love Unlimited.

Love Ya Back also features the film Maui Homicide 2000 - FLC at their criminal finest in a free 4 all of Beer, Babes, Murder and Mayhem!

Plus The Making Of Maui Homicide 2000 and On The Road With FLC. The video selection and Maui Homicide 2000 are brought to you in Dolby Digital 5.1 Surround Sound.

DiFONTAINE FILMS

Also out now - the top 5 album Loco. Includes the hit single Loco plus Bump and Run Daddy Run.



Out now on PlayStation 2

Distributed by Virgin INTERactive
www.virgininteractive.co.uk

Published by SWING! ENTERT@INMENT Media AG
www.swing-games.com

" " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. © Treasure 2001. © Conspiracy Entertainment. Published by SWING! Entertainment Media AG. All images, logos and trademarks are the property of their respective owners. Distributed by Virgin Interactive Entertainment (Europe) Ltd. All rights reserved. Virgin is a registered trademark of Virgin Enterprises Ltd. All rights reserved.

WORDS: STEVE MERRETT

KLONOA 2: LUNATEA'S VEIL

Namco's mongrel creation Klonoa is back. And it's still not sure whether it wants to be 2D or 3D.

Publisher: SCEE
Developer: Namco
Players: 1
Release: October

When we first previewed *Klonoa 2*, back in issue #04 of *OPS2*, little was known about the title aside from a handful of screenshots and a few glimpses of video footage that showed a 2D cel-shaded character in a 3D world. At this point the game didn't even have a publisher, but as *OPS2* predicted, SCEE has snapped it up and now with a full version in hand we've been able to see how it actually plays.

The game will see the titular Klonoa – half kitten, half rabbit with odd hand-shaped ears (you can already guess what age group Namco is aiming at here) – embarking on a magical multi-stage quest. The androgynous-but-cute creature's mission is to locate the elemental powers needed to rescue the world of Lunatea from the forces of chaos.

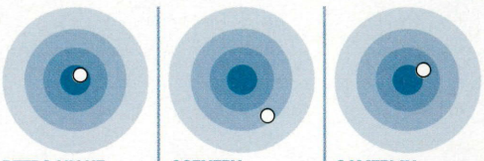
With uncomplicated gameplay that will send the player on a series of collection tasks, *Klonoa 2* is five parts *Sonic The Hedgehog* to three parts *Rayman* with a side order of Namco's old *DigDug* coin-op. Despite being a sequel to one of Namco's lesser-known PSone titles, *Klonoa 2* bears little relation to its predecessor *Klonoa: Door To Phantomile*. Its closest cousin is perhaps the relatively unknown, but well received PSone title, *Pandemonium 2*. This Crystal Dynamics-developed platform game was also adorned with the kind of camera angle switches and sumptuous visual tricks that *Klonoa 2* has focused on, with the camera swinging smoothly from a sideways scrolling perspective to a third-person view. The effect is a recognisable platform format but put through a 3D blender, which makes up for the title's less-than-original structure.

The game will be split into a series of bite-sized platform escapades, with a handful of simple but well-worked puzzles thrown in to add some kind of variety (see Feeling Puzzled?). Game devices like the vertical wind currents that shoot Klonoa like a cannonball to otherwise unreachable areas of levels, and the imaginative, screen-filling end-of-stage Boss adversaries are given a new lease of life when rendered by the PS2. Klonoa himself is easy enough to guide with one button used to jump and another for picking up dimwitted baddies. Once in your possession these take on a dual purpose: they enable Klonoa to perform double-height jumps by using them as a kind of Space Hopper, or can be used to feed huge cave-dwelling creatures to take their minds off of eating you instead.

There'll no doubt be sceptics. After all this is hardly a revolutionary title and Klonoa himself/herself/itself lacks the cult appeal of other more famous game mascots. What should appeal is the simplistic platform mentality this title encapsulates, which has proved so popular with gamers throughout the years. *Klonoa 2* will do well to remind us that there is still enjoyment to be had in kitsch candy coloured worlds like these. □

ON TARGET? KLONOA 2: LUNATEA'S VEIL

A trip down a redecorated memory lane proves that simple gameplay is still viable and welcome.



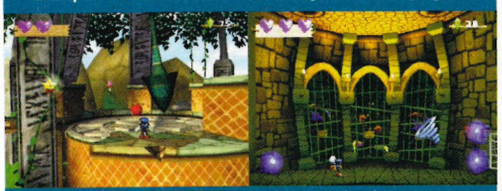
RETRO VALUE
Veteran platform fans will go misty-eyed at the map screen.

SCENERY
Platform cliches – haunted house, forest, fairground.

GAMEPLAY
The lessons it has learned will make it even better.

FEELING PUZZLED?

Puzzles play a big part in *Klonoa 2* and mainly involve switch hitting with careful timing and aiming. Here are a few examples of the kind of brain-teasers you'll come up against.



1. Massive stone pillars block your route. Get the pendulum swinging, and then smash those pillars to get through the level.

2. Three switches have to be activated in quick succession to open a door – you'll have to find out how to fly across the room.

3. Here you've got to reach a switch on the highest platform. Using only two enemies, you have to work out how to get up there.

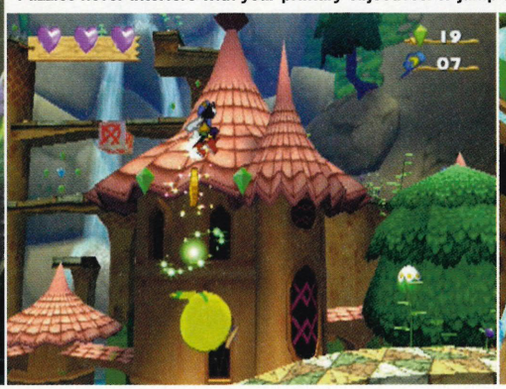
4. A rocking boat is the only way to the other side but it isn't swinging enough. Now what can I throw at the target...?

Puzzles never interfere with your primary objectives: to jump and to collect.

Never ever ask for a lift from a *Klonoa* developer. It'll end in tears.

Okay, it's not revolutionary but the simple gameplay has charm.

When platformer met roller coaster – *Klonoa 2* takes you for a ride.

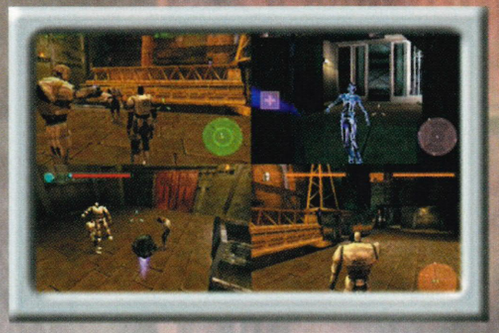


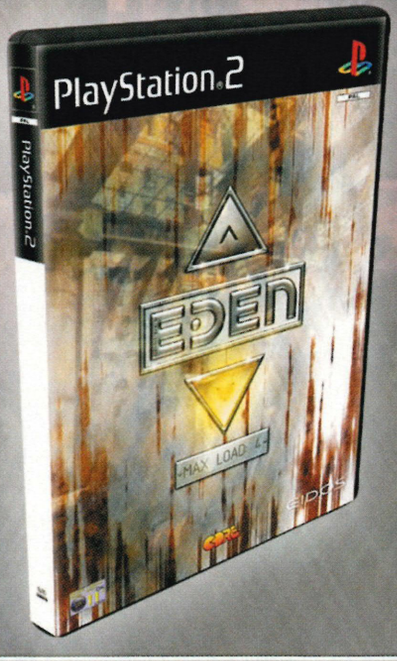
Enemies can be used, Space Hopper-style, to jump higher.

Klonoa 2's retro feel is complete with this level map.

Go to Hell...
LEVEL
CORE
www.projectedengame.com
PlayStation 2

..Come to Eden



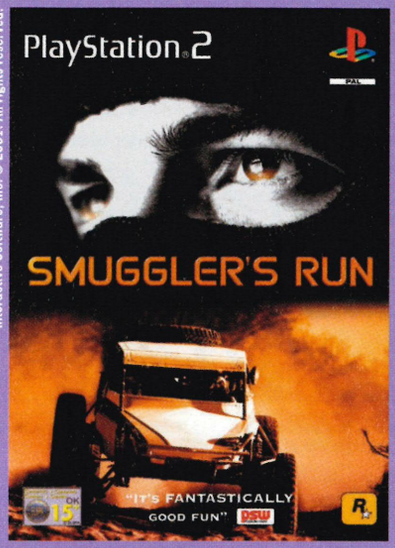


EDEN

PC CD-ROM

EIDOS
INTERACTIVE

Two PlayStation 2 games for £60.

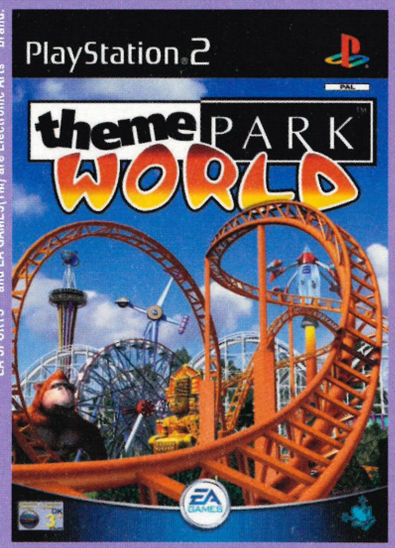


Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take 2 Interactive Software, Inc. © 2001. All rights reserved.

Smugglers' Run

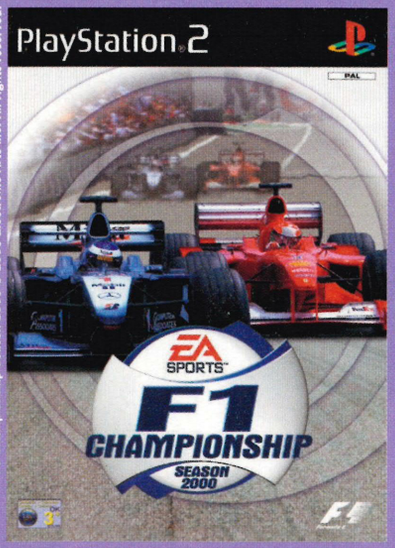
Oni, Rockstar Games, the Rockstar logo, the Take 2 logo and Take 2 Interactive Software are trademarks of Take 2 Interactive Software. © 2001. All rights reserved.

Oni



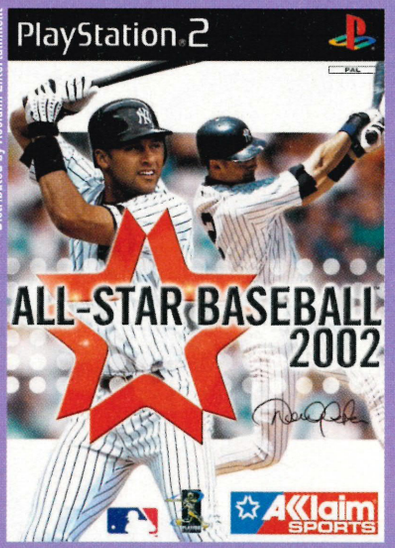
Theme Park(TM) World © 2000 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES, the EA GAMES logo, Bullfrog, the Bullfrog logo and Theme Park are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All other trademarks are the property of their respective owners. EA SPORTS™ and EA GAMES(TM) are Electronic Arts™ brand.

Theme Park World



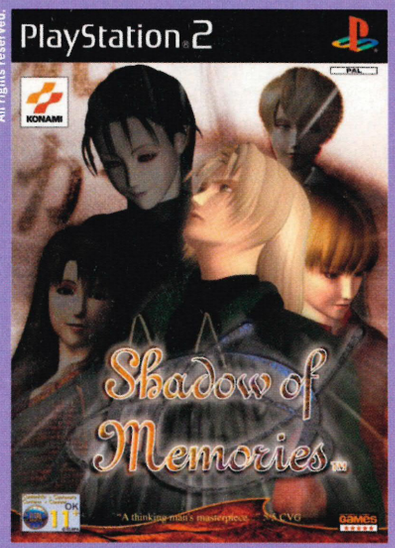
F1 Championship Season 2000 © 2000 Electronic Arts Inc. All rights reserved.

F1 Championship Racing



Major League Baseball and Hall of Fame trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. and the National Baseball Hall of Fame. ©MLBPA Official License-Major League Baseball Players Association. All-Star Baseball (tm) & Acclaim ® & © 2001 Acclaim Entertainment, Inc. All rights reserved. Developed by Acclaim Studios Austin. All rights reserved. Distributed by Acclaim Entertainment

All-Star Baseball 2002



Shadow Of Memories © 2001 KONAMI CORPORATION and KCE Tokyo. All rights reserved.

Shadow of Memories

Two PlayStation 2 games for £60 – choose from a great selection in store now.

One store you can't ignore

Music Movies Mobiles Games

V.SHOP

For your nearest store www.virgin.com/vshop

Offer ends 01/10/01. Offer applies to stickered product only. While stocks last.

SPY

EDITED BY JAMIE SEFTON

headliners

Enter the *Race of Champions* → p43
Exclusive Lara next-gen info → p44
Is it a bird? Is it a plane? → p46
Exclusive! *Speedball* info → p47
TOCA Race Driver info → p49
World Rally Championship → p50
Future wars in *The Terminator* → p58

EAST IS WEST

A new generation of SCEE games head our way from Japan.

SONY COMPUTER ENTERTAINMENT EUROPE'S next wave of PS2 games is to come direct from Japan, as the publisher's Euro releases come to the end of their development. As this issue shows, titles including *Dropship, This Is Football 2002, AirBlade, World Rally Championship* and *WipEout Fusion* are finally coming to fruition with pre-Christmas release dates for all.

However, until Studio Camden-produced driving adventure *The Getaway* rears its gangster head next spring, SCEE is looking to Japan for its next wave of titles. The publisher's long-held publishing deal with Namco will spawn the latest incarnations of the *Tekken* and *Ace Combat* series, while parent company SCE will contribute next-gen sequels to *PaRappa The Rapper* and *Ape Escape*. Following on from SCEE's announcement that it will publish Sega's PS2 games, release dates for *Head Hunter, Virtua Fighter 4* and other titles have been revealed to *OPS2*. Here's what's coming up.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

Release date: November 2001

The first Sega game to be published by SCEE, the original Dreamcast version of *Defender Of The Future* was much maligned, with gamers not persevering with the meandering early levels to discover the more engaging later ones. Now the title has been given an overhaul with improved graphics and level design to make *Ecco The Dolphin* less esoteric and a lot more fun.

MOTO GP 2

Release date: December 2001

Namco's motorbike racing sequel expands on last year's game. See page 60 for more.

REZ

Release date: December 2001

Rez is a true original. A synergy of 3D blasting action with staggering visuals and a pumping techno soundtrack that changes and morphs as the player progresses. Launched this month at WIRE01 dance party in Tokyo's Yokohama district. Head to page 68 for an exclusive interview with *Rez*'s main man, Tetsuya Mizuguchi.

HEAD HUNTER

Release date: December 2001

Yes, it's developed in Sweden by Amuze, but this Sega-spawned title could possibly trouble a certain *Metal Gear Solid 2* with its similar gameplay and earlier release date. A third-person action-adventure, you'll play the ⊡

Sega's *Ecco The Dolphin, Head Hunter* and *Virtua Fighter 4* prepare for the journey to Blighty.

The mesmeric visuals of Sega's *Rez*, plus Namco's *Vampire Night* on PS2.

SPY

Namco's stunning *Moto GP 2* is just one of the Japanese-developed PS2 games lining up for UK release in the next six months.

***Tekken 4*, *Ace Combat 4* and the G-Con 2 compatible light gun shooter *Vampire Night* – it just keeps getting better and better.**

FROM TOKYO WITH LOVE

So this Tokyo Game Show gubbins all about then?

Held twice a year at the Makuhari Messe convention centre in Tokyo's Chiba City district, the Tokyo Game Show is the chance for the Japanese games industry and public alike to try the latest videogames before release.

This year, organisers CESA expect over 150,000 people to attend the three-day show, to be held from 12-14 October. Tied around a theme of 'Let's Play Together', CESA claims TGS will be "more substantial than ever," with 1358 booths from 52 companies. *OPS2* will bring you a first-hand report in issue #014.

role of bearded-up, cool shades-wearing secret agent Jack Wade. Wade is embroiled in a violent plot involving a sinister reactionary government's illegal trade in convicted criminals' body parts.

PARAPPA THE RAPPER 2

Release date: January 2002

SCE's sequel to the cult 'Simon Says' music game on PSone. Introducing new characters including Boxy Boy The Ghettoblaster and Matt Major The Basketball Nut, Masaya Matsuura's 2D canine rapper should find a whole new set of PS2 fans in his kennel. Out now in Japan, a UK release has been confirmed as has an appearance by Matsuura-san at this month's ECTS. *OPS2* will report back next issue.

ACE COMBAT 4: DISTANT THUNDER

Release date: January 2002

Renamed *Distant Thunder* for the UK (as opposed to '*Shattered Skies*') PS2 owners can take to the air in this next-gen version of Namco's arcade-tinged flight sim series. Currently being prepared for release in Japan with a PC-styled USB analogue 'flight stick' for the necessary sensitivity to reflect the title's increased realism, exclusive preview code shown to *OPS2* shows a more gritty, sim-like *Ace Combat* than the anime-tinged offerings on PSone.

EVERYBODY'S GOLF 3

Release date: February 2002

A million-seller in Japan, *Everybody's Golf* has a cult following in the UK but sadly no more than that. Hopefully this latest PS2 incarnation will change that – expect new courses, super-deformed golfers and the same blissful gameplay. Yet to be confirmed by SCEE however, is whether *Everybody's Golf 3* will feature the same face-mapping feature as *Golf Paradise DX*, where players were offered the chance to input their face into the game by plugging a digital camera into the PS2 USB port (see *OPS2* issue #04).

//SCEE is looking towards Japan for its next wave of PlayStation 2 titles//

SPACE CHANNEL 5 V.1 AND V.2

Release date: February 2002

The alluring saucy dancing of Sega's Ulala grooves onto PS2 with an enhanced version of the Dreamcast original, now containing an extra Two-player mode. *V.2* will be an entirely different and PS2-exclusive sequel. Think a party-oriented version of Konami's *Bemani* series with a serious injection of the funk.

VAMPIRE NIGHT

Release date: February 2002

Namco's *House Of The Dead*-style coin-op light gun shooter sinks its teeth into the PlayStation 2. Featuring G-Con 2 compatibility, the true next-gen visuals will up the stakes (ahem) from *Time Crisis 2* with enough blood-sucking action to satiate even the most garlic-stained gamer. As our shots reveal, this is a game with bite.

ICO

Release date: March 2002

Ethereal castle-based adventure from SCE starring a boy born with horns and his ghostly companion. The intricate animation and beautiful interiors impressed Hideo '*MGS2*' Kojima enough to reveal to *OPS2* that it was the game he most wanted to play at last May's E3. Widely tipped as one to watch, SCEE has confirmed a UK release for next March.

F-355 CHALLENGE

Release date: March 2002

Yu Suzuki's PS2 version of Sega's realistic-but-tricky coin-op/Dreamcast racing simulation that gives gamers the opportunity to get behind the wheel of a Ferrari. More when *OPS2* talks to the *F-355* team at this October's Tokyo Game Show.

VIRTUA FIGHTER 4

Release date: March 2002

In last issue's *Virtua Fighter 4* Vs *Tekken 4* feature, we detailed many of the game's improvements, including new 'stagger' attacks, defensive moves and breakable environments. The coin-op version is out now with the PS2 version soon to follow.

TEKKEN 4

Release date: Spring/Summer 2002

Namco's recently-released arcade beat-'em-up has been developed on the PS2-friendly System 246 arcade board, and the console conversion should be absolutely perfect. As with rival *Virtua Fighter 4*, the coin-op version will be ported and then embellished with a multitude of PS2-only features.

SMASH COURT TENNIS: PRO TOURNAMENT

Release date: Spring/Summer 2002

With rumours still circulating that Sega is to bring *Virtua Tennis* to the PS2, *OPS2* understands that Namco hopes to beat its rivals to the punch with a complete makeover of the cult *Smash Court Tennis* series. See page 45 for further details.

APE ESCAPE 2

Release date: Spring/Summer 2002

Vacuuming underpants from little monkeys? Japan watchers will know that is the plot of *Ape Escape 2001*. However *OPS2* can reveal that this game will NOT be released in the UK. Instead, SCE Japan is currently working on a true next-gen version of *Ape Escape* – *Ape Escape 2001* is merely a PS2-polished version of the PSone title. This true PS2 game will be released in Japan next year with a SCEE release soon after.

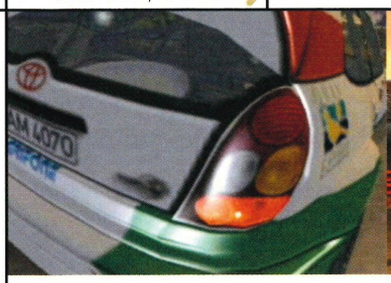
Thanks to Sega, Namco and Sony Japan, SCEE has an enviable line-up of PS2 games. Keep an eye on future Spy stories for further announcements. ☐ **JS/MG**

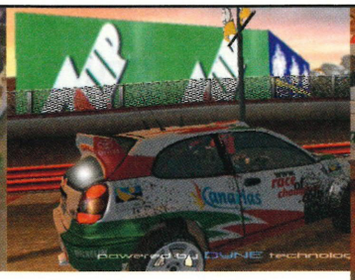
**OPS2 will bring you exclusive info on all these titles when we visit the Tokyo Game Show this October.*

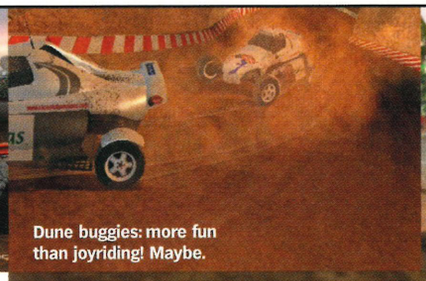
"WE WANT TO PRODUCE SOMETHING DIFFERENT – DEEPER AND GRITTIER..."

TOMB RAIDER, PG 044

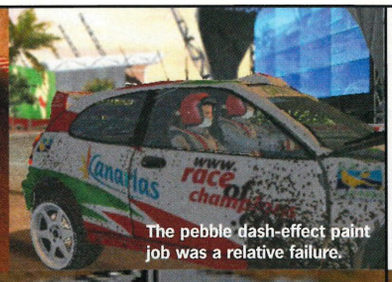
SPY







Dune buggies: more fun than joyriding! Maybe.



The pebble dash-effect paint job was a relative failure.

REAL WHEELS

Climax Studios' head-to-head driving game *Race Of Champions* gets the chequered flag.

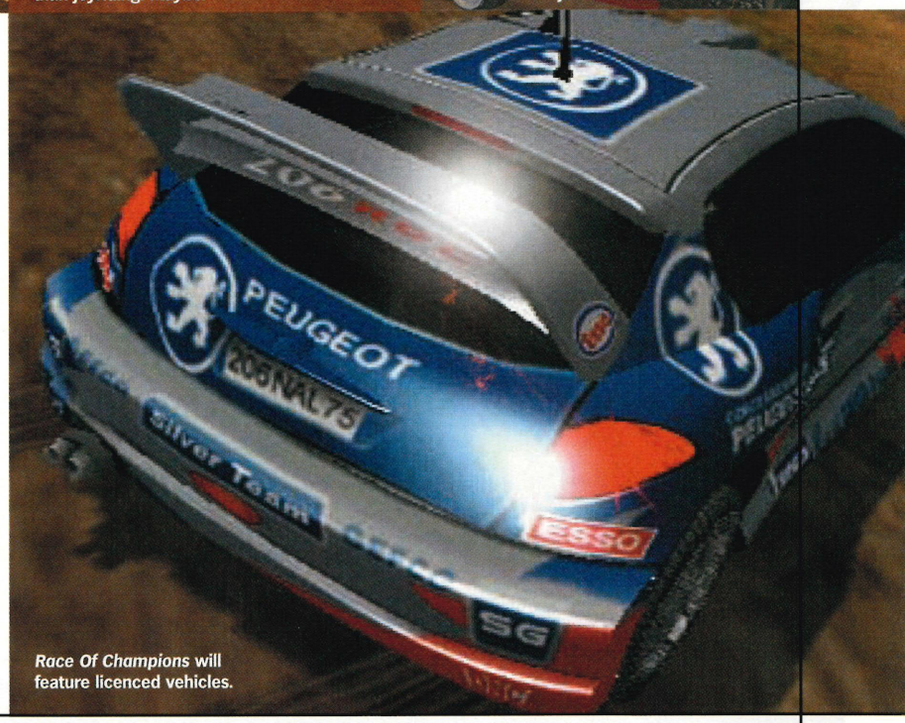
ACTIVISION IS EXPANDING its portfolio of racing titles with a brand new licence based on the unique Race Of Champions competition. The three-day event gathers together the best drivers from around the globe and makes them compete in frenetic head-to-head races around a figure-of-eight track with space for two supercars.

"*Race Of Champions* includes all sorts of rally competitions but is really about 'action racing'," says Global Strategic Marketing Director Roger Walkden. "We feel that a gap has been left by *World Rally Championship* and the new *Colin McRae* game, and while *ROC* won't be a complete rally simulation, it'll use a visually explosive style to become the *SSX* of rally racing titles."

OPS2 has seen impressive-but-limited footage of the promising title, with realistic TV-style replays, destructible scenery and races with 24 licenced vehicles from manufacturers including Toyota, Ford, Porsche and Audi. There'll also be an interactive co-driver and over 30 top drivers from the racing world such as Sweden's Tomi Makkinen and France's Didier Auriol.

Race of Champions is being developed by Brighton-based Climax Studios to go alongside Activision's forthcoming *Supercar Street Challenge* on PlayStation 2, backing up the publisher's research that revealed racing sims account for a staggering 25% of game sales on consoles. Expect that racing portfolio to get bigger soon. ☐ **JS**

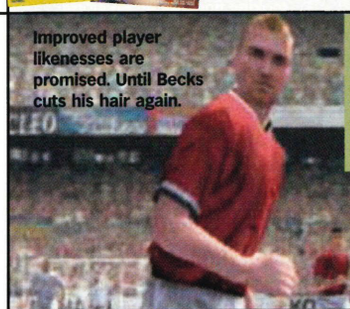
*Race Of Champions *is scheduled for a summer 2002 release.*



***Race Of Champions* will feature licenced vehicles.**

BLUE LINES

Sharp-eyed gamers may have spotted that the sleeve of Capcom's superb *Resident Evil Code: Veronica X* bears an uncanny resemblance to *OPS2*'s issue #010 cover. Well, that's because Capcom loved the final image so much, that the company decided to use it for the full packaging. Big ups to *OPS2*'s Nick Moyle and Chris Stocker ›› Activision has acquired the videogame rights to Steven Spielberg's next movie *Minority Report*. The sci-fi spectacular is due for release in summer 2002 and stars Tom Cruise



Improved player likenesses are promised. Until Becks cuts his hair again.

Look! They've got proper names! And in English too! Yes!

FOOTBALL'S COMING HOME

First pictures of *Pro Evolution Soccer*. *OPS2* office 'aroused'.

FINALLY. IT SOLD OVER HALF a million in Japan and it's *OPS2*'s lunch time favourite – *Winning Eleven 5* is coming to these shores. Spawned from the *ISS Pro Evolution* series on PSone, Konami has recently announced the new name of their consistently excellent football series for PlayStation 2. The game will now be known as *Pro Evolution Soccer* in a move to distance the game from Konami's other more arcade football game (yes, also called *ISS*) and make things a little less confusing for you out there.

Pro Evolution Soccer is the PlayStation 2 update of *ISS Pro Evolution Soccer 2* but there's a lot more to it than just prettier graphics. Comparing the two is like trying to make a comparison between Stanley Matthews-era footy and today's. There is none.

'Shoot-oh', as we lovingly call it, needs no better recommendation than the fact we play the Japanese version *all* the time. That's every single day for the last six months. Trust us, if you're football mad, you have to have this game.

The good news is that the UK version will be even better than *Winning Eleven 5*. Probably the biggest difference is that individual players can have more of an effect on the game. As in real-life, a turn by Rivaldo or a 30 yard shot by Veron can now drastically change the outcome of a match. Zidane, for example, has incredibly precise dribbling skills and a special foot-over-the-ball skill that only he can do.

Basically we're promised a better game all round. Faster, more intelligent players, crisper passing, new animations, better 'keepers, noticeable differences between players' skills and some spot on player likenesses. But for those of you only familiar with the PSone version, all you need to know is that *Pro Evolution Soccer* is something of a revelation.

A release date for *Pro Evolution Soccer* is yet to be confirmed but we reckon a head-to-head battle with *FIFA 2002* in November is on the cards. ☐ **NJ**

*Winning Eleven 5 *is out now (but only in Japan).*

An exclusive shot of the new next-gen *Tomb Raider*. Note the gorgeous lighting effects.

A LORRA LARA

Core reveals new info on the next *five* Tomb Raider games.

MORE TANTALISING DETAILS of *Tomb Raider: Next Generation* have been revealed by Core Design. Speaking this August to *OPS2*, Operations Director Adrian Smith confirmed that the company has spent the last 12 months producing a *Tomb Raider* 'book' – basically a massive adventure that will be split into five new games. "Each episode will be completely self-contained, but rather like the *X-Files*, if you play all five you'll understand more about the complete story," says Smith.

In the new game, Lara is accused of murder and is wanted by both the police and a shadowy, sinister force. After fleeing to Paris, young Ms Croft has to evade her pursuers and meet up with characters from the dark underworld of the French capital in the hope of discovering who has framed her and why. The adventure will take place in the two major European cities of Paris and Prague – both of which have been extensively modelled – and apparently revolves around the search for five mysterious paintings and an ancient biblical race of people. "We wanted to produce something that was shockingly different – deeper and grittier," continues Smith. "We decided to put Lara in a situation that's totally alien to her and the gameplaying public, not just add more temples and tombs."

Other unique elements include: an as-yet-unnamed male playable character; non-linear level design that allows gamers to choose their own path; new personalities that may move out of the *Tomb Raider* arena to star in their own adventures and character development for Lara herself. Players can 'train' Lara simply by performing certain actions more often, giving her more experience at abilities such as making bigger jumps.

Adrian Smith also stated that further *Tomb Raider* episodes will definitely *not* be distributed online. "We're going to use the PS2 online aspect to add extra value and enhance the overall experience with the back history of characters, movies and hidden Web sites, for example. We're not going to force you to buy the next game online, because I don't believe consumers want it." However, Smith wouldn't rule out the possibility that special bonus levels could be downloaded in the future. ☐ **JS**

*Tomb Raider: Next Generation *(working title) will be released late next year.*

"AS THEY SWING LOW, WE WANT THE GAMER TO GET A REAL SENSE OF VERTIGO!"

SPIDER-MAN, PG 046

BLUE LINES

JVC has announced a new PS2 game starring a snap-happy news reporter called Polaroid Pete to be released in December. Players must take the best pictures of ghosts, a rampaging Godzilla and other amazing sights in the hope of winning the Pulitzer Prize ›› Secret game alert! EA Sports Canada has revealed that the next release from the SSX team will be a motocross game. The new project, tentatively titled *MBX*, is already under development alongside *SSX* sequel, *SSX Tricky*. Think *SSX* on motorbikes! Can't wait...

HUSSEIN IN THE BRAIN

Pivotal's Gulf War epic *Conflict: Desert Storm* explodes onto PS2.

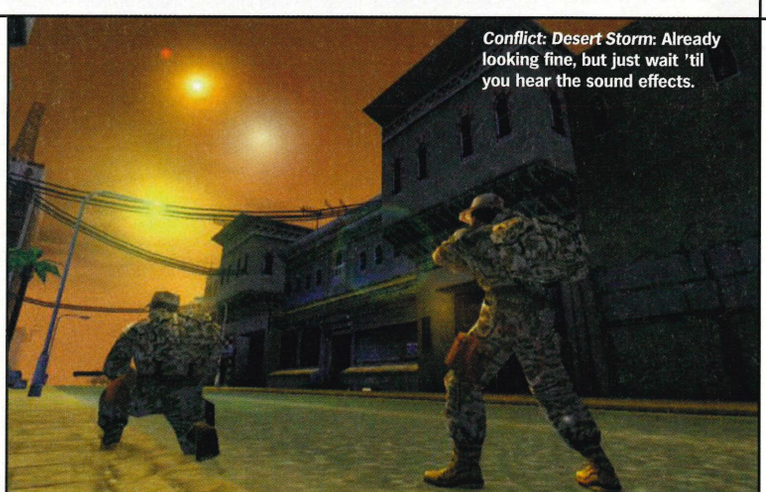
***OPS2* HAS BEEN** given exclusive access to Pivotal's exciting new PlayStation 2 war game *Conflict: Desert Storm*, first revealed in our January issue. Due for release in spring 2002, the squad-based action-adventure has conflicts that take place in open desert, small towns and major cities across the Gulf War battle zones during the day or night.

"The game's missions have been inspired by actual events that occurred during the conflict," says Managing Director, Jim Bambra. "Players will have to use stealth and skill to complete objectives with their Special Forces soldiers such as blowing up a vital bridge or rescuing comrades in distress." Each of the four squad members available has different strengths that can be put to use on the battlefield, including a sniper and a demolitions expert.

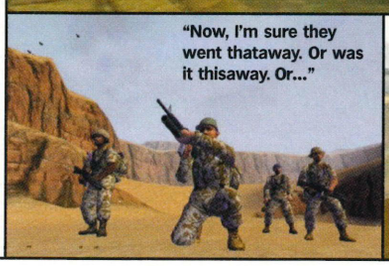
However, this is no PC strategy title – Pivotal has designed the game from the ground up to be Dual Shock 2-compatible. Players can quickly switch between each character in third-person mode with one button press, allowing for the speedy setting-up of ambushes or all-out attacks. "We're paying special attention to the AI," continues Bambra. "Your men will do exactly what you tell them to do, so you can happily leave your sniper in a position where he can take out any opposition. But the soldiers will also react independently to the action, for example, if they see that someone is being pinned down by enemy gunfire or they're attacked."

Of course there's a hefty supply of historically-accurate weaponry to assault the enemy, including anti-tank rocket launchers, rifles and grenades, plus a huge variety of vehicles ☐ **JS**

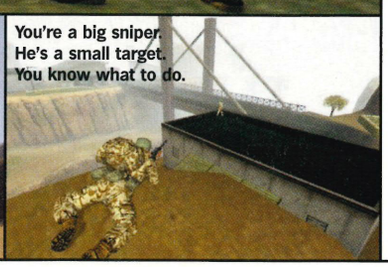
*Conflict: Desert Storm *will be released spring 2002 through SCi.*



***Conflict: Desert Storm*: Already looking fine, but just wait 'til you hear the sound effects.**



"Now, I'm sure they went thataway. Or was it thisaway. Or..."



You're a big sniper. He's a small target. You know what to do.

ACE COMBAT

Is an all-new *Smash Court Tennis* on the way for the PS2?

SHE MAY BE THE girl who makes more money from modelling than she does from professional tennis, but you can't help loving Anna Kournikova. PSone owners will know the prodigious Russian not just as an athletic object of desire in a tiny skirt, but the endorsee of the console's finest tennis game, Namco's *Smash Court Tennis*.

Of course, much like her presence in grand slam tournaments, Kournikova's role was largely cosmetic in that game – a photo appeared on the box, while her in-game representation was of the cute, superdeformed variety. However rumours are currently reaching *OPS2* that a new, photo-realistic version is in development at Namco's Tokyo HQ. In this new PlayStation 2 version, playing as Anna will be far more convincing due to Namco's adoption of this realistic style.

Taking a cue from Sega's superb *Virtua Tennis* (still potentially PS2-bound as *Sega Sports Tennis*), *OPS2* understands that a whole range of pro players including Pete Sampras and Andre Agassi will also be included. However unlike *Virtua Tennis*, the new *Smash Court Tennis* will also feature faithful reproductions of grand slam arenas and will allow you to play in real tournaments such as Wimbledon. Think about what Namco did for bike racing with *Moto GP* then apply that level of loving detail to the sport of tennis and you've got the essence of a whole new ball game. Here's hoping. ☐ **SR**

Possibly *not* what the lovely Anna will look like in the new *Smash Court*.

**Hopefully the new* Smash Court *will confirm itself at this year's Tokyo Game Show.*

Can the new *Mortal Kombat* rip the spines from *Tekken 4* & *VF4*?

LONG LIVE THE NEW FLESH

Mortal Kombat resurrected on PS2.

BLOODIED, BRUISED AND almost battered to the point of extinction after a series of depressing PSone spin-offs, *Mortal Kombat* is making an unexpected comeback on PS2 doing what it does best – one-on-one fighting with lashings of ketchup. Technically speaking, the new game would be number five in the series, but Midway saw fit to drop the numeral to signify a new beginning for the long-running fighting franchise and *OPS2* was privileged to witness the next-generation game first-hand this month.

The game is still in the early stages of development but the video trailer we saw indicates that the series has finally been dragged kicking and screaming into a lavish new 3D domain. As moody scratched typography (reminiscent of the film, *Seven*) flashed on-screen to indicate that the 'legend was returning', familiar characters such as Scorpion and Jax could be seen exchanging blows as a camera swirls around them.

We're promised the return of the slickly-sick finishing moves, Friendlies, Animalities and all the other touches that made the *Mortal Kombat* name such a massive unit-shifter in the first place. Although to be honest, the character models still look a little rough around the edges compared to the fleshed-out smoothies that populate the *Tekken 4* arenas. Now that long-standing *MK* stalwart, Ed Boon is back at the helm, we fully expect the finished article to be a realistic challenger to the PS2 beat-'em-up crown. ☐ **RB**

* Mortal Kombat *will be released by Midway Games in autumn 2002.*

UPDATE

Bringing you up to date with the biggest PS2 games.

HALF-LIFE

Publisher: **Vivendi Universal**
Last seen: ***OPS2* #10**
Latest release date: **November**

It's the exclusive PS2 two-player co-operative Decay level that's getting hearts beating faster here, with two new female operatives taking on the alien nasties and the mysterious man with a suitcase…

SHAUN PALMER'S PRO SNOWBOARDER

Publisher: **Activision**
Last seen: ***OPS2* #10**
Latest release date: **November**

A genius two-player mode now includes the inventive 'Push', where the player who performs the weakest literally gets pushed off the screen. Ice cruel.

THE GETAWAY

Publisher: **SCEE**
Last seen: ***OPS2* #05**
Latest release date: **Spring 2002**

The extensive photography of our nation's capital has now been finished. Team SoHo is currently concentrating on making sure the gameplay is 'pukka' as certain mockney TV chefs might say.

TONY HAWK'S PRO SKATER 3

Publisher: **Activision**
Last seen: ***OPS2* #10**
Latest release date: **November**

Revealed for the first time here is the Japan level with an insane collection of bright neon signs, loops and slides. Very SSX.

BLUE LINES

Okage: Shadow King **is an RPG/action game from SCEA starring Ari, a young boy on a quest to destroy demons. No word yet on whether SCEE will bring the adventure to the UK ›› As well as *Defender* and *Mortal Kombat* Midway's recent Gamers' Day in the US revealed plans for a helicopter action-adventure *Fireblade* and a *Mario Kart*-style airborne racer entitled *Freaky Flyers* ›› Kodiak Interactive, developer of *Circus Maximus* has announced a new platform game entitled (sigh) *Goblin Quest*. Expect to see lots of green warty freaks**

SPY

Early concept art – expect to fight these guys in the new game.

"CEL-SHADING – THE 21ST CENTURY EQUIVALENT OF STONE WALL CLADDING"

GOOD AND EVIL, PG 053

THE JOY OF LEX

Krypton's most famous son *Superman* flies onto PS2.

HE MAY BE the Man of Steel and be able to jump buildings in a single bound, but Superman has had a disastrous run of recent videogames – until now. Infogrames plan to bring the legendary DC Comics star to PlayStation 2 in what the company hope will be the definitive Superman title, with the stylised Art Deco look of the successful Warner Bros cartoon.

"This is not an interactive comic or movie, it's a game first and foremost," says Senior Producer and self-confessed *Superman* nut Rob Smith. "A next-gen platform gives us the opportunity to do a lot of very cool things and we've a really compelling plot with plenty of twists, conspiracy, subterfuge, sabotage, super-villains – the lot."

Smith and his 26-strong Sheffield team are working closely with DC Comics and Warner Bros to make sure the third-person action game remains consistent with the *Superman* character and cartoon universe – you will never see the hero kicking anybody, for example. There'll be aerial combat and realistic physics so Superman can pick up and throw heavy items such as cars, destructible architecture and a massive 2km square environment.

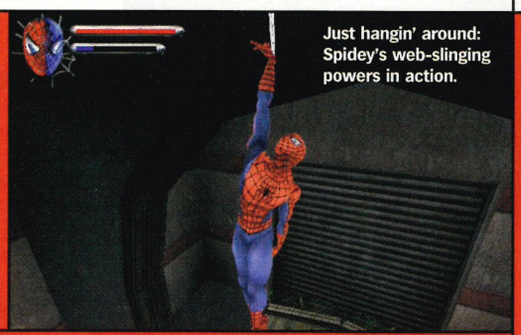
"The scale is awesome," continues Smith. "On some levels you can't actually see Superman until you zoom in on him. Because he can fly, the volume of the play area is just enormous – you're the world's strongest man, but you're up against heavy weaponry, super-villains and this huge environment, although you'll have super-speed to get you there faster." Elegant cel-shaded animation will bring the game's characters to life, with detailed models of Superman and his arch-enemies such as LiveWire, Metallo and, of course, Lex Luthor.

Smith believes that the dedicated Infogrames Heroes Division will deliver a quality *Superman* experience that brings together elements of a comic, cartoon and videogame. "We're looking at 12-15 hours of visually stunning, varied gameplay with extremely high production values. It's easy to blind people with cool animation and eye candy, but when it gets down to it, if the gameplay is dull, it's in no-one's interest." ☐ **JS**

*Superman *will be released in late 2002 through Infogrames*

"Y'know, I'm really gonna have to get that wiring fixed..."

The Shocker joins the Green Goblin in the new *Spidey* game.



Just hangin' around: Spidey's web-slinging powers in action.

THE REEL SPIDER-MAN

OPS2 climbs the walls in anticipation of *Spidey* movie tie-in.

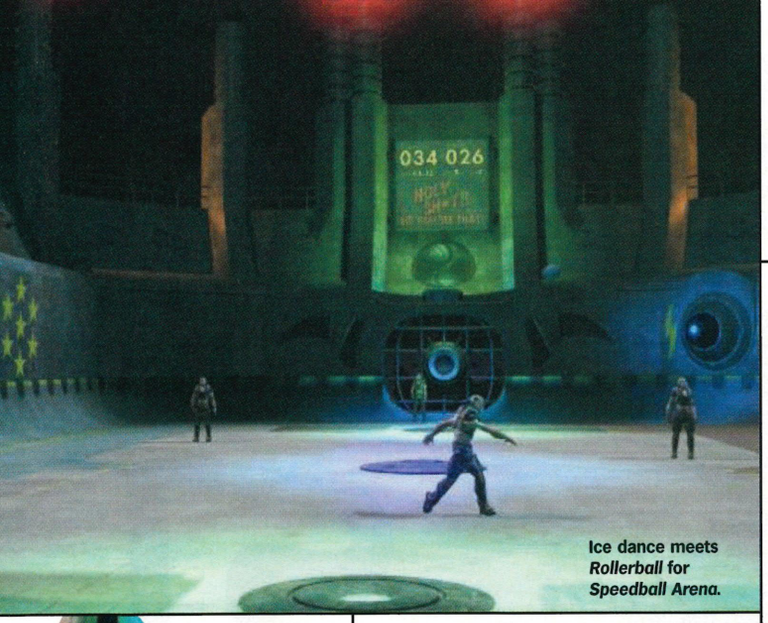
BASED ON THE summer blockbuster that all comic book fans have been waiting for, *Spider-Man: The Movie* continues where the PSone *Spider-Man* games left off. On PS2 expect it to be the definitive *Spider-Man* experience.

The game is being developed by Treyarch LLC, responsible for the Dreamcast and N64 ports of the original PSone *Spider-Man* game, and they've been working closely with Sam Raimi, the film's Director, in an attempt to bring the feel of the movie directly to PS2.

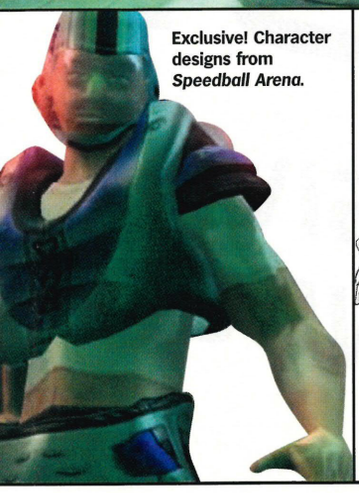
With the power of PlayStation 2 we can expect a more dynamic experience. The game's Producer, the appropriately-named Matt Powers, told *OPS2* that, "There's much more interactive action as you swing between the buildings. The landscape below is very realistic rather than comic book-ish – as you swing low, you can hear the people on the street while there's multiple reflections on the buildings thanks to the environment mapping used by Treyarch. We wanted the gamer to get a real sense of vertigo!"

There will be plenty of gameplay improvements as well. Powers explains, "All the gameplay has been prototyped at Treyarch, including the chase gameplay and the aerial combat featuring the Vulture. Spidey himself is now much more acrobatic while we've new villains. The movie only uses the Green Goblin but we've expanded the game to include the Shocker, the Vulture and a few others." ☐ **NJ**

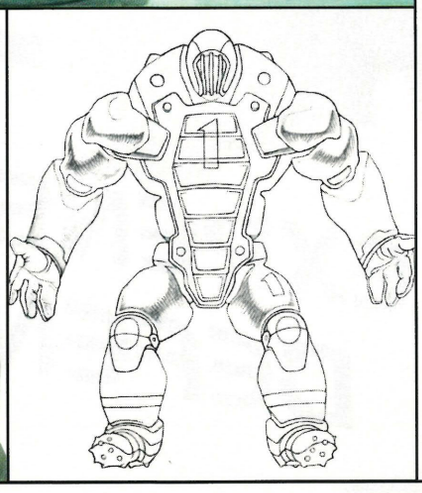
*Spider-Man: The Movie *is out from Activision next May.*



Ice dance meets *Rollerball* for *Speedball Arena*.



Exclusive! Character designs from *Speedball Arena*.



STEP IN THE ARENA

OPS2 exclusively unveil the Bitmap Brothers' *Speedball Arena*.

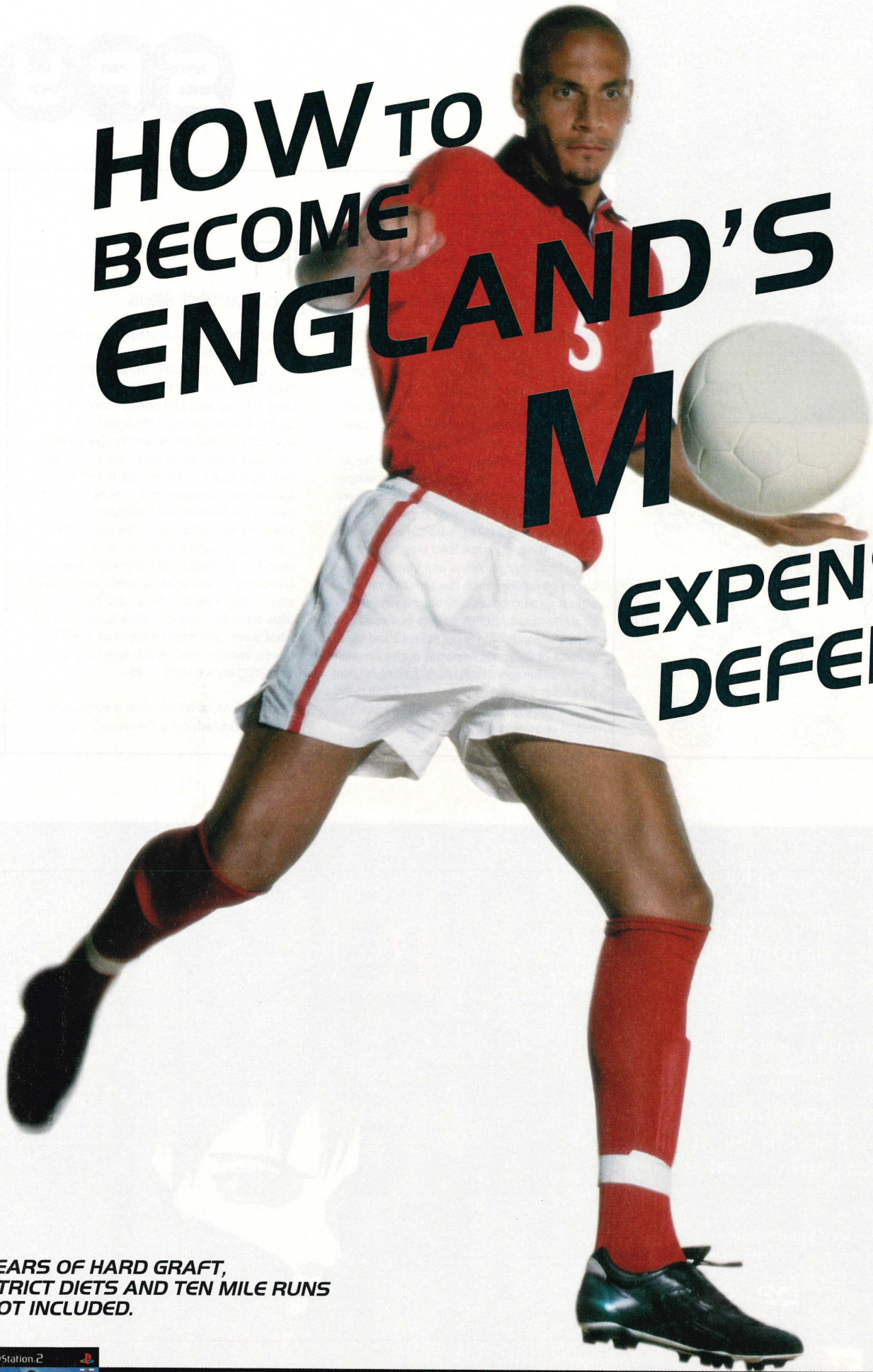
THE LEGENDARY NO-HOLDS-BARRED violent metal ball slamming action of *Speedball* is coming to PS2 – and it's going to be playable online. Developer Bitmap Brothers spoke exclusively to *OPS2* about their brand new game *Speedball Arena* and how they're going to take Sony's next-gen console by storm.

"Quite simply, there'll be nothing else like it," says Lead Designer Ed Bartlett. "We're creating a complete online gaming experience that players can become totally engrossed in, whilst retaining the raw 'pick-up-and-play' sentiments of the original." The team is confident that their futuristic slice of handball combined with brutal and bloody pit-fighting, which has appeared on various game consoles over the last ten years, will be a killer-app for SCEE's soon-to-be-released Network Adapter. "The whole ethos behind the concept of *Speedball Arena* has been to create a proper online sport. Professional gaming is taking off all over the world and *Speedball Arena* is the perfect title to facilitate this as it retains the tactics of a sports game, whilst not being burdened by the masses of rules apparent in traditional sports."

Speedball Arena takes the elements of the classic 8, 16 and 32 bit franchise, and adds to it. There will now be a First-person mode, motion-captured, hand-animated characters, an advanced combat system and TV-style replays. The Single-player mode allows gamers to learn *Speedball Arena*'s dynamics, guide their team through various leagues and – crucially – train their squad. However, the Multiplayer mode is where the *real* action lies, containing traditional split-screen matches as well as sponsored online tournaments made up of human-only 'clans' competing in over 30 varied virtual arenas. "We're also looking at mobile phones and PDAs that allow *Speedball* players to track league standings, latest scores and news on the move, keeping players involved even when they're away from their PS2," adds Bartlett. ☐ **JS**

**Speedball Arena will be causing bone-crunching futuristic mayhem come Christmas 2002.*

HOW TO BECOME ENGLAND'S MOST EXPENSIVE DEFENDER*



*YEARS OF HARD GRAFT, STRICT DIETS AND TEN MILE RUNS NOT INCLUDED.

Simply step into Rio's boots and away you go. This Is Football 2002 lets you be any one of 5000 world class players. Featuring lifelike facial graphics, plus names and numbers on shirts, it leads the way for football games on PlayStation 2. This is the closest you'll get to the real thing - not to mention a lot less hassle than training.

www.tif2002.com

PlayStation.2
THE THIRD PLACE

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. is a trademark of Sony Corporation. © 2001 Sony Computer Entertainment Europe. All Rights Reserved. The names and brands of FIFPRO and its Member Associations are trademarks of FIFPRO and / or its player associations. "FIFPRO" is a trademark of the International Association of Football Players Unions.

"BLACK LEATHER JACKET, FLAT-TOP HAIRCUT, SEEMINGLY PERMANENT CONSTIPATION..."
POCKET HEROES, PG 054

ALL REVVED UP

Scoop! *OPS2* grabs exclusive details on Codemasters' *TOCA Race Driver.*

AS REPORTED LAST issue, the successful *TOCA Touring Car* series is coming to PS2 and now *OPS2* can reveal all-new exclusive info on Codemasters' promising PS2 racer. *TOCA Race Driver* continues the innovations made in *TOCA WTC* on PSone (which received 10/10 in our sister mag *OPM*) but now the franchise has more officially licenced competitions, tantalising next-gen graphics with up to 14 cars on-screen at once and a potentially fantastic physics engine that promises realistic collision damage.

"We're using a damage system that's exactly the same as the one used by the car industry in computer-modelled crash tests," says Gavin Raeburn, studio head and Producer of the *TOCA* series. All the physical forces of a crash will be transferred accurately: crumpling metal, shattering glass and the loss of various vehicle parts as they would in the real world, hampering the vehicle and making driving hard as hell.

Computer-controlled opponents have been vastly improved for the new *TOCA* title, with individual driver AI based on real personalities from the championships. "All the vehicles have the same physics, not just the player car, so the AI can make mistakes, crash and cause pile-ups," continues Raeburn. There'll be no catch-up or other racing 'cheats' to make the game easier to play, Codemasters wants players to beat the opposition on their own merit.

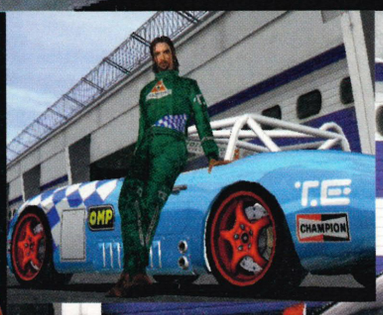
However, new to the franchise is the introduction of a new character-based narrative, where players follow the career of fictional driver Ryan McKane. "In most race games the car is the star," says Raeburn, "but we want to change the focus from the lump of steel around the driver to the driver himself." (See The Car's Not The Star)

Codemasters is also including a four-player option – running at a judder-free 60fps – and possibly even an Internet link-up mode, as the PC version of the game uses network code that will easily transfer to the PS2. With some of the world's most exciting races, including the new AVESCO V8 Supercar Shell championship from Australia and the flagship British Touring Cars licence packed into the game, Raeburn is convinced *TOCA Race Driver* will be the most successful title in the series' history. "Working with PlayStation 2 is heaven for us. We're finally getting to make the *TOCA* game we've always wanted." □ **JS**

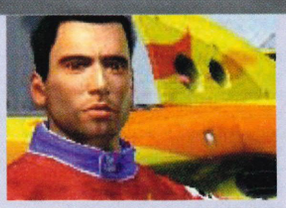
//There'll be no 'cheats' to make the game easier to play//

**Codemasters'* TOCA Race Driver *will be released spring/summer 2002.*

PS2 *TOCA* has an all-new engine for realistic damage.



Hero Ryan McKane and (left) A Glamorous Racing Lady.



THE CAR'S NOT THE STAR

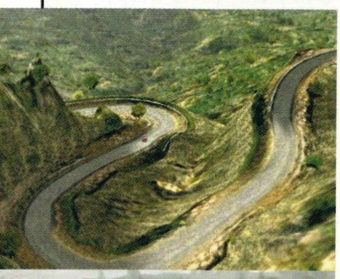
***TOCA Race Driver* – a car game with real character.**

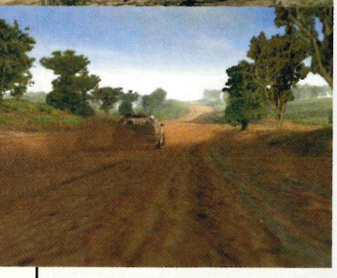
Codemasters' latest *TOCA* smash will bravely introduce the idea of a character-based narrative to the racing genre with fictional hero Ryan McKane permanently behind the wheel. So, instead of the traditional racing game front-end, *TOCA Race Driver* will start with McKane's office.

This is used as the central point where players can open a door to enter a race, or receive championship details via email or fax. "There's nothing to jump you out of the game world, such as menus with Arcade mode and so on," says Producer Gavin Raeburn. "We want *TOCA Race Driver* to be completely immersive from the moment you boot it up."

SPY

"I'm sure it said second left after the crossroads..."





MUDDY BRILLIANT!

Brand new details on Evolution Studios' *World Rally Championship 2001.*

PLAYSTATION 2 WILL SOON witness the arrival of a glorious rally pretender to a certain *Colin McRae*'s throne – *World Rally Championship 2001. OPS2* first tracked down the exclusive on this glorious racing title back in issue #02 and now, with only a few months until release, Evolution Studios' MD and co-founder Martin Kenwright agreed to take us through the game's extensive changes and enhancements made since its last appearance at May's E3 videogames trade show.

"People are going to be amazed," says an enthusiastic Kenwright. "On the Argentinian rally stage, for example, there's a moment when you drive round a corner and suddenly see a spectacular mountain range with a tiny road winding its way as far as the eye can see. It's overwhelming." The team has been extremely busy concentrating on fine-tuning the gorgeous cars (modelled expertly on the outside *and* inside) creating breathtaking scenery and ensuring that *WRC* is a forgiving playing experience with a credible sensation of speed.

//"We like to think that *GT3* is a Mercedes and we're a BMW," Martin Kenwright//

"We've come from a simulation background, with our previous company DiD, so we started by going down the hyper-realistic route," continues Kenwright. "We then toned that down to make it much more playable and arcadey." The team believe that the handling of the cars in *WRC* is now spot on, with a fast and smooth edge-of-the-seat rally driving feel where gamers can pull off spectacular time-saving power slides.

Other improvements include the full use of Digimask technology, which has been used to map the faces of all the actual drivers from the official World Rally Championship, although Kenwright confirmed that PS2 owners won't be able to import their mugs into the game just yet, "It's a long term ambition, but at the moment there are quite a few technical issues to overcome. It's been tough enough just getting the real driver's faces spot on."

So how does *WRC* measure up to the superb Rally mode in *Gran Turismo 3: A-spec*? "The look and feel of Kazunori Yamauchi's game is magnificent," concedes Kenwright. "*Gran Turismo 3* is a real benchmark, but there are noticeable differences to *WRC*, with *GT3*'s relatively small tracks and the fact its cars don't take on damage. We like to think that *GT3* is a Mercedes and we're a BMW – it's a different game, but *WRC* definitely measures up." Unlike *GT3*, Evolution Studios' rally title has fully deformable vehicles that get dirty and collect dents and scrapes on the bodywork. Meanwhile motion-captured spectators by the roadside react to the cars as they speed past.

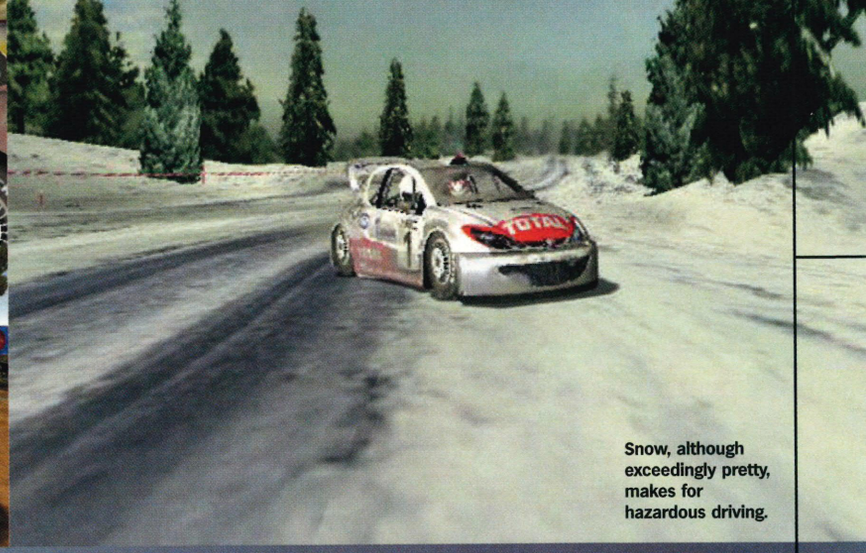
Also definitely making it into the final game will be a Widescreen mode, a fast and smooth split-screen two-player competition and force feedback support for the rather smart *GT3* steering wheel. With an official licence and all the locations from the 2001 season that spans the globe from Europe to South America and Australasia, *World Rally Championship 2001* could deliver the ultimate rally driving experience. ☐ **JS**

**WRC 2001 is published by SCEE and will be out in November. Watch out for next issue's full preview with an exclusive playable demo to follow.*

SEE FOR MILES

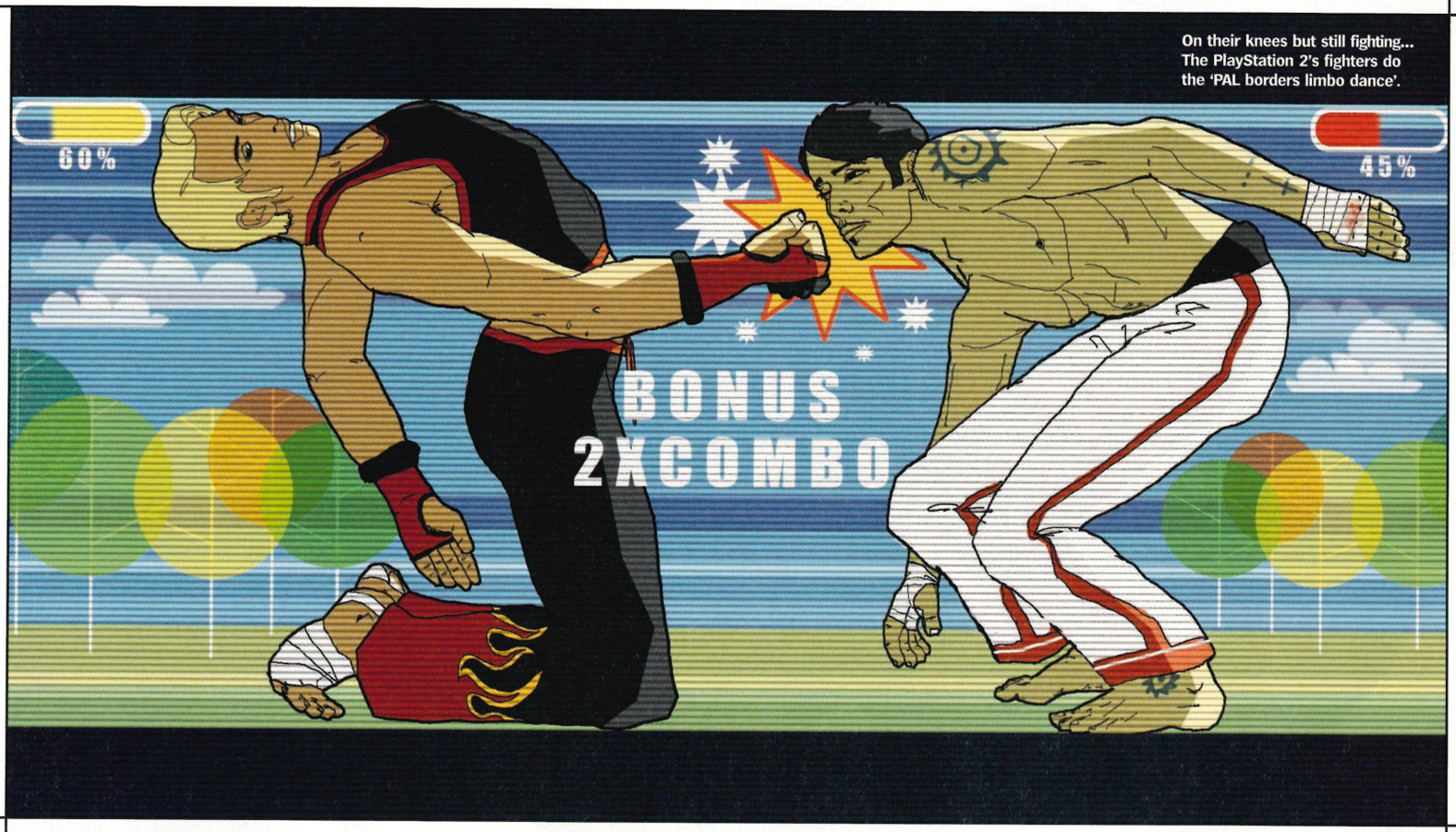
***WRC 2001*'s huge scale impresses.**

Evolution Studios has spent the last six months frantically working on *World Rally Championship 2001*'s rendering technology to produce some of the most dramatic images ever seen in a videogame. "We're creating something that hasn't been done before. Instead of cardboard mountains you're going to see a distant road and eventually be able to drive on it," says Kenwright. The driving game has a huge depth of field, with heat haze effects, real-time weather on certain courses that will affect conditions and incredible shadow technology. "We're trying to create something televisual," adds Kenwright, "with dazzling graphics, immersive sound effects and stylish replays. Plus the scale of the game is huge, with over 500km of courses and some spectacular 1,000ft drops."



Snow, although exceedingly pretty, makes for hazardous driving.

WRC 2001: getting ready to churn up the dirt this winter.



On their knees but still fighting... The PlayStation 2's fighters do the 'PAL borders limbo dance'.

ILLUSTRATION: LEE WOODGATE

THE TRUTH Hz

OPS2 investigates why PAL conversions of NTSC games are bordering on the unacceptable.

"WHY IS IT THAT titles like *Resident Evil* and *Onimusha* are spoilt by huge black borders and jerky visuals?" This is one of the most common questions that appears in the *OPS2* postbag. It seems that even after similar problems on PSone titles, Japanese games are still being lazily converted for the UK market. Graphics stutter and look out of proportion, while the game is stuck between black borders.

The reason lies in physics and the figures, 60Hz and 50Hz. What this refers to is the amount of times a TV updates the picture you see on screen to give an impression of movement. TVs in Japan and America were developed under the NTSC standard and they are 60Hz, meaning they update at 60 frames per second. Just to make things difficult, UK TVs are 50Hz, and therefore update at 50 fps. This is known as PAL. Furthermore, PAL and NTSC displays have another difference – an NTSC display is smaller when viewed on a PAL TV as it is made up of less horizontal lines.

The way this affects your PS2 games is that, firstly, a game made for NTSC TVs produces a narrower display than a PAL TV. Thus the image doesn't fill the screen causing those black borders. Secondly, NTSC games running at 60Hz run ten frames faster than PAL can handle. The result? Slow-down. These conditions arise because no attempt is made by the developer to convert the game to PAL.

Luckily UK PS2 owners are not forever condemned to poor quality conversions. Many newer UK TVs are capable of 'stretching' the narrower NTSC display and running at 60Hz. The problem is, it requires the game to give you the option to chose between the two and at present too few titles include this. Why? The main argument cited by publishers is that only one in eight UK TVs can accept a 60Hz signal. It's worth noting that Sega incorporated the option in nearly all Dreamcast games.

There is an alternative. Case in point? *GT3*. While the European version of *GT3* lacked a 60Hz mode, developer Polyphony spent a great deal of time on the PAL version to eliminate borders or slow-down. A SCEE spokesperson explains: "Although it is technically possible to include both a 50Hz and 60Hz mode on some games, developers sometimes chose to offer PAL gamers the same quality of experience with an expertly tuned PAL conversion.

"Where possible, we encourage developers to explore the possibility of including both modes in the game," SCEE's spokesperson continues. "It is also the creative, technical and commercial choice of the software developer as to whether they include this feature – not something that SCEE can insist upon."

So what about *Resi* and *Onimusha*? A member of Capcom's UK HQ is due to talk with the Japanese office regarding the optimisation of its European conversions, so such future releases as *Devil May Cry* should be more sensitive to the problem. And there's no need to worry about Konami's *Metal Gear Solid 2*. Dave Cox, European PlayStation Product Manager for Konami assured us that: "All our major releases on PS2 have always been full screen and full speed. There should be no perceivable difference between our NTSC and PAL releases." Are you listening, Namco? ☐ **SM**

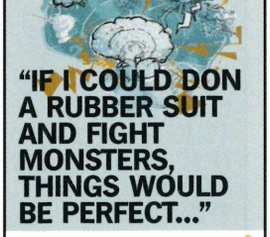
//"It is the choice of the developer as to whether they include a 50Hz and 60Hz feature. It's not something SCEE can insist upon"//

THE HITS HZ

The heroes and villains of the optimisation row.

HEROES
Full screen and proud.
***Fur Fighters*:** Bizarre Creations show how it should be done with its fast, full-screen title.
***Dead Or Alive 2*:** Another example of developers taking the lead, with Tecmo showing *Tekken Tag* how full-screen fighting is done.
***GT3*:** A successful PAL conversion – still 50Hz, but still high quality.

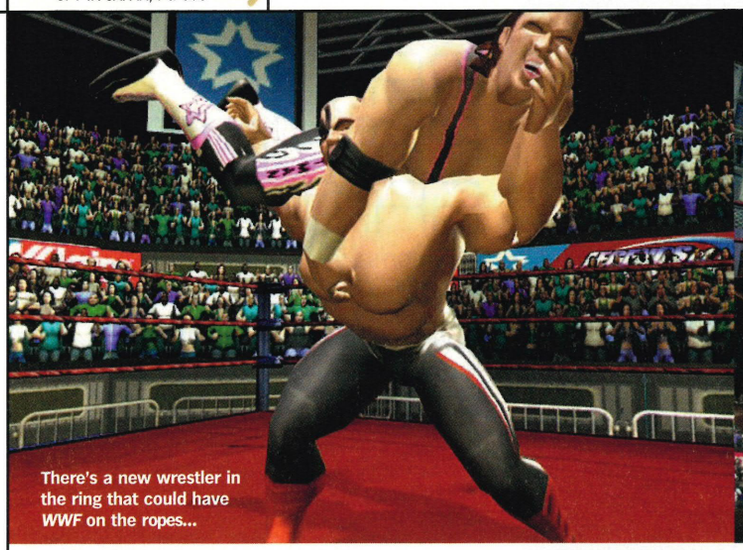
VILLAINS
Borders only Alan Titchmarsh could love.
***Tekken Tag Tournament*:** Crouching Tiger, Reduced Play Area.
***Ridge Racer V*:** A shoddy conversion. Shame on you, Namco.
***Onimusha*:** Capcom takes the cinematic trend too far with this widescreen epic.



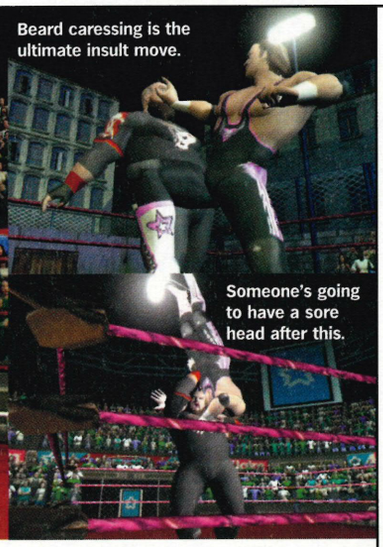
"IF I COULD DON A RUBBER SUIT AND FIGHT MONSTERS, THINGS WOULD BE PERFECT..."

SPY IN JAPAN, PG 055

SPY



There's a new wrestler in the ring that could have *WWF* on the ropes...



Beard caressing is the ultimate insult move.

Someone's going to have a sore head after this.

THE BIG GRAPPLE

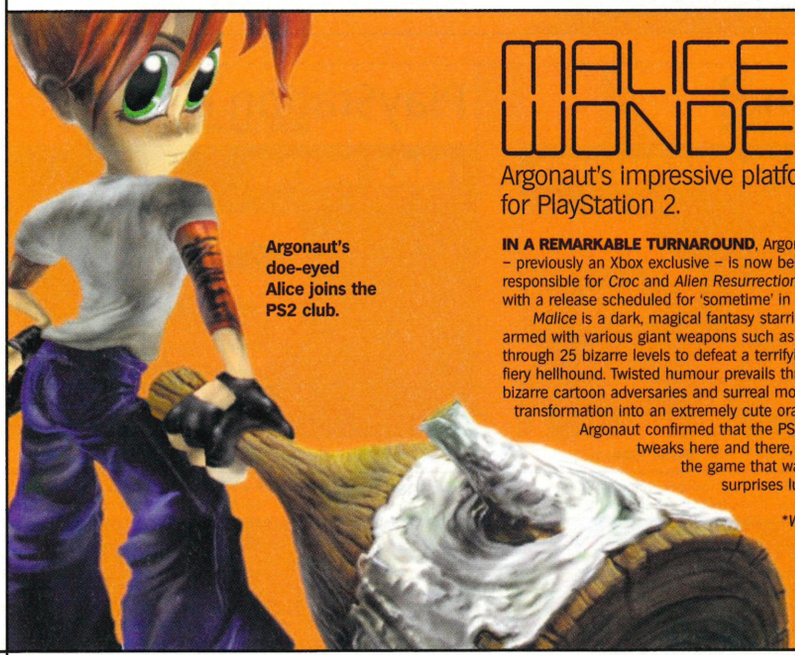
Acclaim's *Legends Of Wrestling* to challenge *WWF SmackDown! 'Just Bring It!'*.

IT'S GOING TO BE war in the PS2 ring this Christmas with the announcement of a brand new challenger for *WWF SmackDown! 'Just Bring It!'* with *Legends Of Wrestling*. Acclaim's grab-'em, slap-'em fighting game brings together no-less-than 42 superstars from the world of wrestling, including Greg 'The Hammer' Valentine, Jerry 'The King' Lawler and George 'The Animal' Steele.

Legends Of Wrestling bulges with 12 different fighting modes including Elimination and brutal Barbed Wire bouts, plus Single and Tag Team Career modes that take place all over the world, complete with realistic commentary and match analysis. Acclaim has also confirmed that the game will feature the ability to customise your own sweatpit of rough and ready wrestlers, so each character can have their own unique face, body and costume logo design.

Developed by Acclaim's Salt Lake City studios, *Legends Of Wrestling* is a brave attempt to take on publisher THQ's dominance of the sport. ☐ **JS**

**We'll only have to wait till November to see if this upstart can live to tear the Spandex from WWF's sweaty body.*



Argonaut's doe-eyed Alice joins the PS2 club.

MALICE IN WONDERLAND

Argonaut's impressive platformer *Malice* is heading for PlayStation 2.

IN A REMARKABLE TURNAROUND, Argonaut's promising 3D adventure *Malice* – previously an Xbox exclusive – is now being coded for PS2. The developer, responsible for *Croc* and *Alien Resurrection* on PSone, has gone multi-platform with a release scheduled for 'sometime' in 2002 through Sierra/Vivendi Universal.

Malice is a dark, magical fantasy starring young red-headed girl Alice, who, armed with various giant weapons such as mallets and clubs, has to battle through 25 bizarre levels to defeat a terrifying demon in the form of an enormous fiery hellhound. Twisted humour prevails throughout, with beautifully-rendered bizarre cartoon adversaries and surreal moments such as Alice's mid-game transformation into an extremely cute orange and white cat.

Argonaut confirmed that the PS2 version, apart from a few graphical tweaks here and there, will have all the unique gameplay of the game that was headed for the Xbox, with a few surprises lurking in the shadows. ☐ **JS**

**We'll bring you more details of this game in a future issue.*

GOOD & EVIL

Our new Heaven and Hell-styled 'ometer

PS2 HEAVEN

The plucking fantastic chicken destroying mini-game in *Spy Hunter*. The RSPCA must be told!

We finally got our hands on *Pro Evolution Soccer*. The office Dual Shock 2s are still covered in our sweat and love.

U can nw txt messg *Offcl PS2 Mgzn*! Chck Pstl (page 136) fr dtls.

Sir Ozzy of Osborne turning up on the *Dave Mirra Freestyle BMX 2* soundtrack. Bats around the UK hold their lil' heads in horror.

Swing! pushing the release date of the bonkerzoid *Freak Out* forward, so we have to review it when it's on the shelves. Like, duh.

Cel-shading – the 21st Century equivalent of stone wall cladding. Enough already!

Not being able to understand a sodding word of *Final Fantasy X* – and then having Zy-san gloat like a git that he does.

Devil May Cry. The game's a cracker, but we felt that Dante and his horny pals would feel a bit more at home down here.

PS2 HELL

ILLUSTRATION: MR JAGO

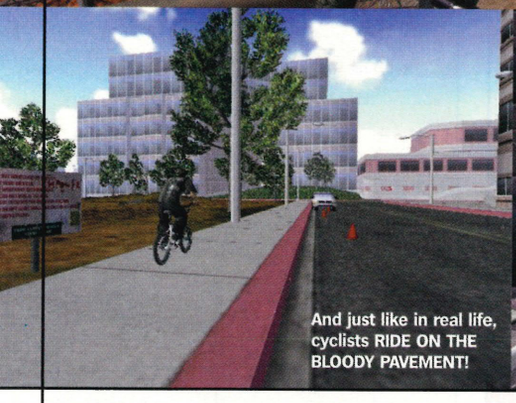
BLUE LINES

Legendary *Final Fantasy* artist Yoshitaka Amano has lent his character-drawing skills to a Marvel Comics three-issue series of graphic novels entitled *Elektra & Wolverine: The Redeemer* » Speech recognition experts Lernout and Hauspie have announced the release of special "middleware" for PlayStation 2 allowing developers to include the technology in upcoming games » Can the rumour that the PS2 version of *Tekken 4* is out this November in Japan be true? More next issue (after we grill Namco to death)...

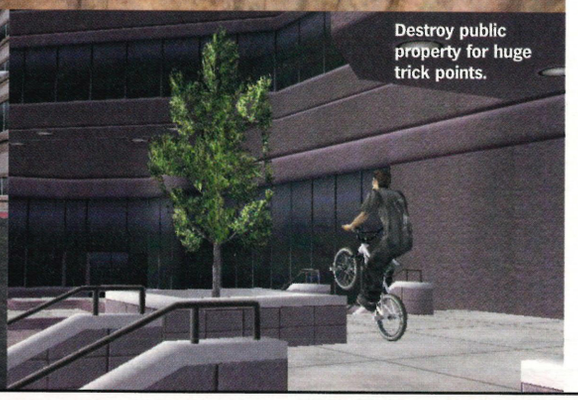
SPY

BMX bandito Mat Hoffman legs it onto PlayStation 2.

//"There are slight tinges of RPG to be found in the game," Brian Bright, Producer//



And just like in real life, cyclists RIDE ON THE BLOODY PAVEMENT!



Destroy public property for huge trick points.

"WE CAN HAPPILY SAY THAT YOU'LL NOT NEED PETTY NOSTALGIA FOR THIS GAME"

DEFENDER, PG 057

RAMP-PLAYING GAME

Activision's *Mat Hoffman's Pro BMX 2* to feature RPG elements?

AS WITH ALL OF Activision's forthcoming O2 extreme sports titles (*Tony Hawk's Pro Skater 3* included), Rainbow Studios-developed *Mat Hoffman's Pro BMX 2* will feature something O2 representatives are calling 'quasi-RPG' gameplay. Essentially this adds adventure elements to the main part of the game – and for *Mat Hoffman's Pro BMX 2*, it's called Road Trip. Brian Bright, the game's Producer, explains, "There are slight tinges of RPG in the game. For example, in Los Angeles there's a pool full of water. You'll have to travel to Portland to get a pump and then Austin to get an extension lead – combine them and you can empty the pool in LA and ride in it. Everything builds on top of each other to give a more interactive experience." This means that part of the game involves exploration and the completion of simple puzzles.

This leads to the game being much more open-ended than any previous BMXing game. "The game is based around a road trip," says Bright. The story is that you're travelling around America on a bus and then abroad. You have certain objectives in each place you visit – you have to get gas to get to where you want to go – but the game is non-linear."

Bright also says that pulling stunts in *Mat Hoffman's Pro BMX 2* is going to be more organic, "You can pretty much modify any stunt mid-trick, and the game will smoothly animate between them. If you're doing a backflip, you'll be able to smoothly blend into a barspin." ☐ **NJ**

*Mat Hoffman's Pro BMX 2 *is out next spring.*

PlayStation®2 OFFICIAL MAGAZINE-UK

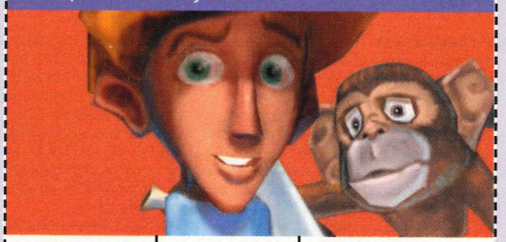
POCKET HEROES

COLLECT THE ENTIRE SERIES!
SWAP WITH YOUR MATES!
CUT OUT AND KEEP!
SEND NO CASH!
BIG BIG FUN!

PlayStation®2 OFFICIAL MAGAZINE-UK #12 of 100

GUYBRUSH THREEPWOOD

Escape Form Monkey Island



Age: Twenties	Height: 6'1"	Blood Type: Salty

Distinguishing features: Ponytail, high-pitched voice, ill-fitting long johns, fear of evil undead pirates.

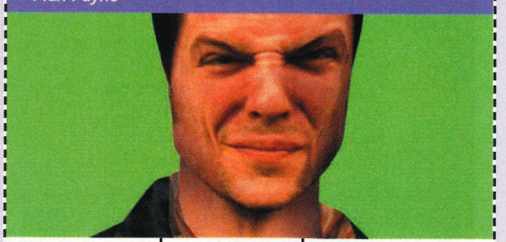
Looks	A foppish, twenty-something Bill Gates. Bit of a geek really.	58
Attack	A vicious barrage of verbal insults: "You fight like a cow!"	45
Defence	Indestructible against lava, cannon-fire and undead pirates from Heck.	95
Specials	Solves puzzles with an apparently unconnected collection of objects.	84

Guybrush is the wannabe pirate hero of this infuriating-but-chucklesome PS2 adventure . Also stars Mrs Threepwood, Elaine Marley and zomble pirate baddie LeChuck.

PlayStation®2 OFFICIAL MAGAZINE-UK #22 of 100

MAX PAYNE

Max Payne



Age: Unknown	Height: 6'3"	Blood Type: Cold

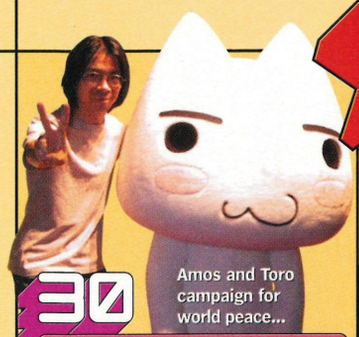
Distinguishing Features: Black leather jacket, flat-top haircut, seemingly permanent constipation.

Looks	A psychotic, gun-toting Chris Packham lookalike.	77
Attack	Two-handed gunplay spraying bullets in all directions.	79
Defence	Max's leather jacket unfortunately doesn't provide much protection.	39
Specials	Hong Kong cinema-style power-ups for slo-mo 360..blasting.	67

After the murder of his parents and being framed by a crime syndicate for the police chief's death, hard-nosed New York cop Max Payne is on a brutal mission for justice and revenge.

SPY in japan

Edited by **Amos Wong**



Amos and Toro campaign for world peace...

30 DAYS IN TOKYO

DAY 1 (JULY 15)
Got some mecha figures and the bizarre *Mosquito* game for my birthday. For the latter I find a cheat which unlocks a mini-game sumo battle between the game's human cast – on bicycles. It just gets stranger and stranger…

DAY 7
Leave the Tokyo Character Show at Makuhari Messe totally empty-handed even though the event is packed with anime and game merchandise. Nevertheless, stage appearances and concerts by voice actors from some of my favourite anime make my day.

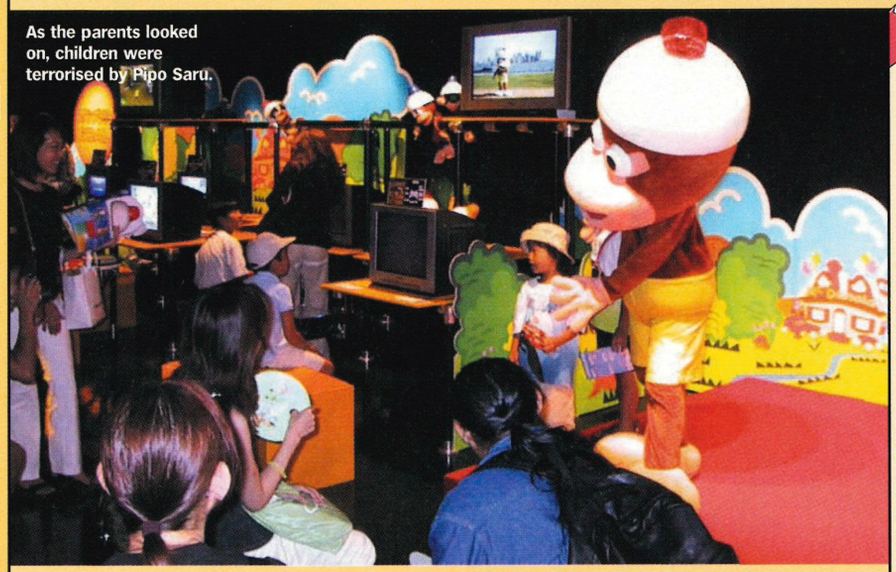
Try Konami's motion tracking punch-'em-up *Mocap Boxing*. It's very good and worth looking like a fool punching thin air to play – definitely the only time I will ever knock out someone who looks at least twice my weight and strength.

DAY 8
Go to a Japanese festival and end up doing Bon Odori, a traditional Japanese dance with the rest of the crowd. Of course I've never danced it before and am totally crap. Only by mimicking the pros do I barely scrape by.

DAY 11
Go to Square's Tokyo HQ to interview Sakaguchi-san, creator of the *Final Fantasy* series (see feature on page 88).

DAY 16
About to pack up and leave Happy World at Sony Plaza, when Toro hits the stage. A photo opportunity is irresistible.

DAY 19
Check out the Ultraman Festival, dedicated to one of Japan's most popular superheroes. Go crazy over costumes and displays from the show I watched as a kid. The live stage performance with the Ultra heroes manages are both cheesy and brilliantly nostalgic. Make a mental note to see the latest *Ultraman Cosmos* movie. If only I could don a rubber suit and fight monsters, things would be perfect…



As the parents looked on, children were terrorised by Pipo Saru.

APES ESCAPE

PlayStation's cute mascots take over Tokyo's Sony Plaza.

IT'S THE SUMMER HOLIDAYS and the McDonalds PlayStation promotion is in full swing. *OPS2* joined the many families escaping the heat at Happy World in Tokyo's Sony Plaza. The whole place was decorated with cartoony backdrops and oodles of toys, and if more interaction was needed then *PaRappa The Rapper*, *Chocobo Racing*, both *Ape Escape* games and the *Doco Demo Isshou* titles were available to play.

On display was the history of the McDonalds Happy Set (Japan's version of UK Happy Meal toys) starting with a *Sonic The Hedgehog* set in 1995, while the current Happy Set gift – a *PaRappa The Rapper 2* demo disc (see last issue) – was playable via a huge PS2 controller. Appearances from Toro (Sony Japan's mascot) and Pipo Saru (the *Ape Escape* star) also made the kids' day.

According to a mockumentary video shown, the chimp and an Elvis wannabe travelled to New York's ballet schools and hung out with street dancers to research an official '*Saru Getchu*' dance that features on the TV ads. To say that they bore any resemblance to said 'research' stretches the fabric of reality to the limits.

Also on show were Yoshitaka Amano's *Final Fantasy* illustrations showcasing character sketches and battle scenes from the entire series. Seemingly near-complete versions of *Devil May Cry* and *Everybody's Golf 3* occupied the games floor, the most eye-popping sequence from the former involved Dante discovering a new sword. It dislodged from the altar with such a force, that the blade slammed through the hero's chest and pinned him to the ground! Gotta hurt... ☐ **AW**

MIGHTY METAL!

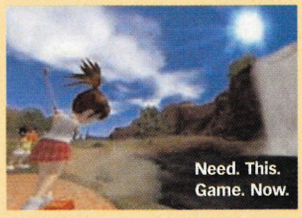
REAL ROBOT REGIMENT

Take no prisoners!

This is what *Super Robot Wars* fans have been screaming for – real-time combat in full 3D. Team up super robots from 15 classic anime (plus the game's original character) for the offensive and unleash their famous long- or short-range attacks, depending on the level of the spirit gauge. Should things get dicey, a Regiment Attack calls all your allies for a devastating assault. Excuse me while this writer cleans up his drool…

HOLE IN ONE!

EVERYBODY'S GOLF 3



Need. This. Game. Now.

SCE's latest instalment of this million-selling golf game (sadly only a cult hit in the UK) boasts realistic scenery, undulating greens and 'natural effects' like shimmering lakes. Funny how all the players still look superdeformed though. Most promising new feature is a virtual tournament at www.mingol.net where putters can enter their best scores for big prizes. Expect a UK release soon!

japanese top10

1. **GRAN TURISMO 3: A-SPEC** (SCEI)
2. **MOSQUITO** (SCEI)
3. **PIPO SARU 2001 [APE ESCAPE 2001]** (SCEI)
4. **SHADOW HEARTS** (ARUZE)
5. **MAKIBAMONOGATARI – HAATO NI HIOTSUKETE** (VICTOR INTERACTIVE)
6. **SUPER PACHINKO SIMULATION V2: GENIUS BAKABON** (SUNSOFT)
7. **RIMOKOKORON** (SCEI)
8. **SHOUBUSHI DENSETSU TETSUYA** (ATHENA)
9. **WORLD SOCCER WINNING ELEVEN 5** (KONAMI)
10. **ALCHEMIST ATELIER LILIE** (GUSTO)

**Chart source:* Famitsu PS2 *(24/08/2001)*

Must. Buy. Purdy. Toy...

HOT TOY!

SPACE CRUISER YAMATO

Even if you didn't watch the *Star Blazers* series in the Eighties, this detailed toy is a must have. The Space Cruiser Yamato has too many gimmicks and flickering diodes to list. The best? Side panels that reveal the wave motion gun barrel that at the press of a button will emit a firing sound complete with flashing lights. Yours for only £110!

GOT THIS?

READ THIS!

AND GET PLAYABLE DEMOS EVERY MONTH

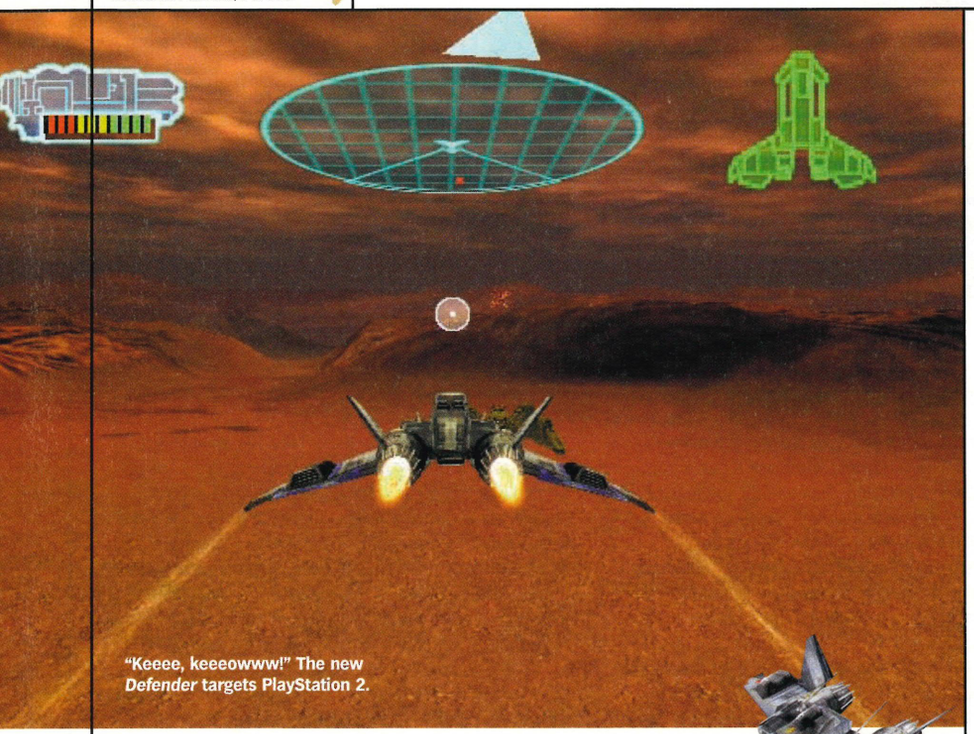
Official UK PlayStation® Magazine

• ALL THE VERY LATEST PLAYSTATION NEWS, PREVIEWS AND REVIEWS • THE ONLY OFFICIAL PLAYSTATION 1 MAGAZINE WITH A PLAYABLE DEMO DISC

The *Official UK PlayStation Magazine* is the world's biggest-selling PlayStation magazine. On sale every 28 days. Got a PlayStation? Get this.

"SWITCHING CHARACTERS SOUNDS OKAY, BUT IT HAS BEEN DONE BEFORE..."

DESIGNER GENES, PG 058



"Keeee, keeeowww!" The new *Defender* targets PlayStation 2.

BLAST FROM THE PAST

Classic coin-op, *Defender*, gets a major PS2 face-lift.

FOLLOWING THE SHOCK announcement that Midway was disbanding its coin-op division, many assumed that the US gaming giant would be cutting off a supply line of ludicrous money-spinning console ports – not so. As games like *Spy Hunter* have hinted, the company has a vast back-catalogue of gaming greats to fall back on, the latest of which to get the next-gen revamp treatment is classic shoot-'em-up, *Defender*. Before you tut in disgust about pillaging from such a sacred tomb, let us inform you that

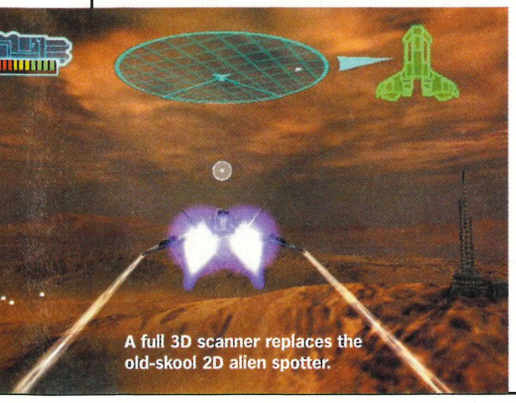
//The aim is to save mankind from annihilation at the hand of grays//

Defender on PS2 is the same in name only. The aim is still to save mankind from annihilation at the hands of unscrupulous grays, but long gone are the flat 2D visuals of yore, replaced by lush 3D landscapes that display every crusty rock on Mars's crimson surface. The action isn't just confined to the red planet though, as aliens await behind every star, ready to pose a threat.

By saving humans you are rewarded by ship upgrades such as extra shields, advanced projectiles and cloaking devices and if you haven't got the bottle to go it alone then you can rope in a mate to cover your ass in a new two-player Co-operative mode. Developer 7 Studios has also implemented more strategic elements to enrich the frantic shoot-'em-up gameplay and now you can deploy guntowers and battle stations to lessen the alien threat.

The game is still some way off completion, but while at Midway's recent Gamer's Day expo, *OPS2* was treated to an exclusive preview in the form of video footage that shows just how far the game has progressed since its Eighties conception. Of course, if you simply cannot let go of the past then the original game has also been included in the package – but having had a taster for what the future of *Defender* holds and seen just how well the publisher treated its next-gen update of *Spy Hunter* (see page 110), we can happily inform you that you'll not need petty nostalgia here. ☐ **RB**

*Defender *is scheduled for release by Midway Games in mid-2002.*



A full 3D scanner replaces the old-skool 2D alien spotter.

BACK TO BASIC

***OPS2*'s Jamie Sefton shows you how to make your own Yabasic games.**

#4 THIS MONTH **ENEMIES**

WELCOME TO PART four in a continuing series that demonstrates the gaming power of Yabasic. In the last three issues, we've showed you how to draw a side-scrolling mountain range and spaceship, added code that enables players to control the craft via Dual Shock 2, created collision detection and set up an energy bar.

For this instalment, we've added a very simple – ahem – 'object manipulation system' for enemies. In this case your enemy is a coloured block that moves from right to left across the screen at varying heights which the player must avoid to survive. In order for the enemy animation to 'take its turn' it involves the following instructions in the code:

- ☐ Draw the object.
- ☐ Calculate the position it should take next frame.
- ☐ Detect if the object has disappeared off screen. If so it must destroy itself, or computation time will be wasted considering irrelevant objects.
- ☐ Detect if an object has touched the player – if so, deplete the player's energy and destroy the object.

**Thanks to Mike Dean at SCEE for his Yabasic skills.*

NEXT MONTH: **ADDING GAMEPLAY ELEMENTS**

THIS MONTH'S CODE

Firstly, insert this piece of code to the existing program (from Issues 9, 10 and 11) in between 'energy = 100' and 'LABEL Framestart'. (Line 11)

```
framecount = 0
maxobjs = 100
DIM obj_type(maxobjs)
DIM obj_x(maxobjs)
DIM obj_y(maxobjs)
FOR t = 1 to maxobjs
obj_type(t) = 0
NEXT
```

Now add this piece of code in between the 'Draw Mountain' and 'Draw Player' sections (Line 29)

```
REM -  - Object control -  -
FOR n = 1 TO maxobjs
IF obj_type(n) = 1 THEN GOTO
enemy_turn ENDIF
LABEL endturn
NEXT
```

Nearly there! Now add this short bit of code in between the 'Background Collision Detection' and 'End of Frame' sections. (Line 59)

```
REM Scheduler
IF MOD(framecount,30) = 0 THEN
n = nextobj()
obj_type(n) = 1
obj_x(n) = 640
obj_y(n) = ran(380)
ENDIF
framecount = framecount + 1
```

Finally, add this last piece of code right at the end of the program after the 'End of frame' section.

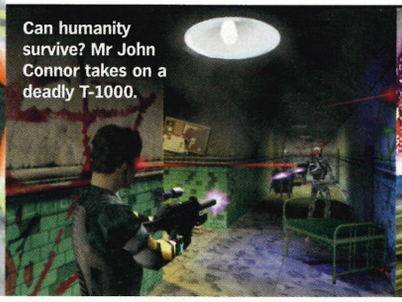
```
SUB nextobj()
LOCAL t
FOR t = 1 TO maxobjs
IF obj_type(t) = 0 THEN RETURN t
ENDIF
NEXT
PRINT "Error: run out of objects"
END
END SUB

LABEL enemy_turn
SETRGB 1, RAN(600), RAN(600),
RAN(600)
FILL RECTANGLE obj_x(n),obj_y(n)
TO obj_x(n)+10,obj_y(n)+10
obj_x(n) = obj_x(n) - 25
IF obj_x(n) <= 0 THEN obj_type(n)
= 0
ENDIF
IF ABS(obj_x(n) - (plx+30)) < 15
THEN
IF ABS(obj_y(n) - (ply-10)) < 15
THEN
energy = energy - 20
obj_type(n) = 0
ENDIF
ENDIF
GOTO endturn
```

(Play around with the '25' setting in the line 'obj_x(n) = obj_x(n) - 25' to change the speed of the enemies)

"PLAYING *GT3* WILL HAVE YOU GAMBLING AROUND LIKE A BABOON ON HEAT"

THRUSTMASTER, PG 064



Can humanity survive? Mr John Connor takes on a deadly T-1000.

Robot wars: Expect modern and futuristic weaponry.

No bones about it, that's one scary robot.

I'LL BE... ON PS2

New *Terminator* game coming your way.

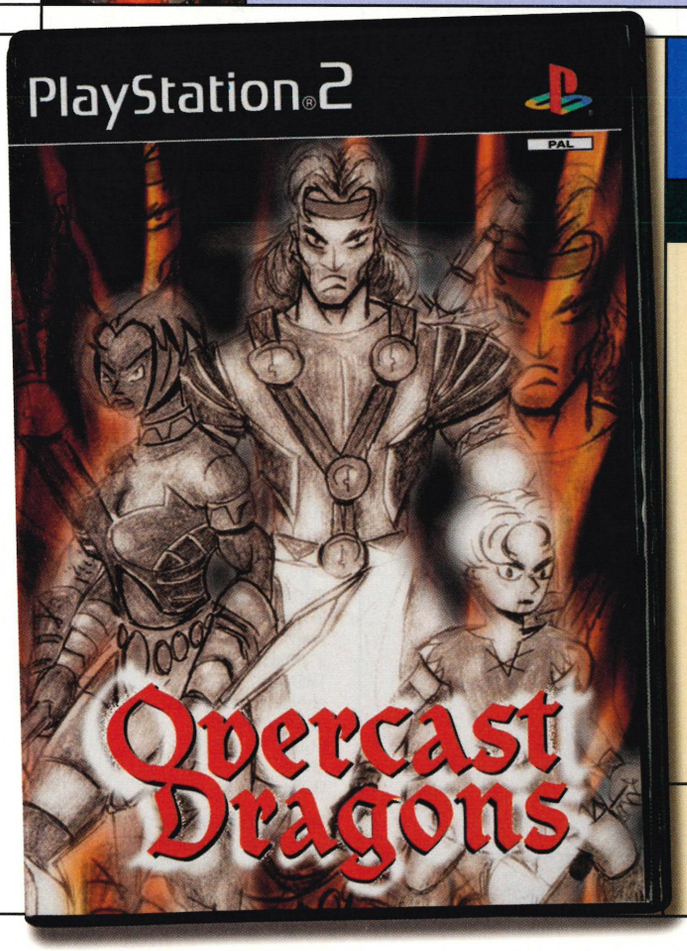
LET'S FACE IT, the *Terminator* films are going to make for some excellent videogame fodder. You've got a humans vs machines war set in a post-apocalyptic world. You've got one of the cinema's greatest ever villains in the shape of the Terminator T-1000 robot. And you've got all that time-travelling confusion with the computers sending Terminators back in time to kill future human leader John Connor in an attempt to change history and win the war. Cracking source material, we think you'll agree.

Good job then that someone's taken up the initiative. *The Terminator* is being developed by Paradigm Entertainment, best known for the N64's *Pilot Wings*, the just-released *Spy Hunter* and the forthcoming racer *MX Rider*, soon to appear on PS2 as well. Information is still sketchy at this stage but we do know the game will take place primarily in post-nuclear war Los Angeles where remaining human survivors have banded together and are engaged in a war against the all-powerful machines. It's also been confirmed that you'll get to play various soldiers in this human army, John Connor included, and take part in a number of missions against the Skynet forces – both in the future and in the past. ☐ **NJ**

*The Terminator *has been in development for more than six months now and is set for release in spring 2002.*

BLUE LINES

Shifters **is a new third-person adventure to be released by 3DO this November. Players can shape-shift into 24 different characters and must go on a quest through 30 levels to discover the good/evil force controlling their destiny » Eidos has apologised to a French archaeologist who bears a spooky resemblance to an archaeologist in PSone game *Tomb Raider: The Last Revelation*. Eidos was quoted in French newspaper *Le Monde* saying that the likeness to the similarly-named Jean-Yves Empereur was purely coincidental**



DESIGNER GENES

Games designed by you. This month: A team-based dragon battling role-playing game.

#12 | GAME NAME **OVERCAST DRAGONS** | DESIGNER **ALABA ONAJIN** | THE EXPERT'S OPINION **PAUL GLANCEY**

"THE UNIVERSE IS ruled by the Ancients who run the affairs of the worlds within it. One of the Ancients, Earth, is the mother of the world named after her. At the start of every new millennium the Ancients release a new force into the worlds which they must learn how to tame.

"One millennium a Dragon is released into Earth, which multiplied and gave rise to others like it. As they flourished, they became imbued with certain human characteristics like intelligence. In order to test the humans on Earth, the Ancients decide not to help them in their plight against the marauding Dragons.

"Three great warriors, Hegor, Shekeru and Suna are sent on a quest to find the Sacred Eye of Azor which is needed to destroy the Mother Dragon. Each of them begins their journey from a different continent but at different points in the game they are brought together through fate.

"The idea is to go through the world engaging in battles with different levels of Dragons before eventually meeting the Mother herself. In order for the fighting to remain interesting, each dragon has unique AI and it is down to each of the warriors to work out out how best to tackle each one. You play as each of the characters, switching them as you go.

"Dragons will fight in different ways. Ground troops fight with axes and swords and aerial troops blow fireballs." ☐

"RPGs are a real hardcore market so the first question a publisher would ask is, "How are you going to beat *Final Fantasy*?" Underneath the waffle about gods and evolving dragons the game is short of anything really innovative. The idea of switching characters at key points sounds okay, but it HAS been done before (*FF*, original *Phantasy Star*, etc) so what's new about the implementation in this game? As for this incomparable depth, is that just down to dragon AI? Are there great puzzles? Are there amazing cut-scenes? Because that isn't enough to sell the game to anyone."

**Paul Glancey is Creative Manager at Criterion Studios.*

WRITE TO
Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at **PS2@ futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we use it we'll send you a T-shirt and a print of the box art designed by top art boy, Moyler.

paranoid

SPY

INVENTORY

Your one-stop guide to the PS2 power-ups.

And cue *Portal Runner* joke..

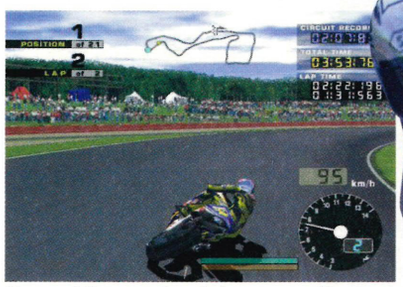
#12: THE PORTAL

'Fermez la portal' wasn't it?
Zut alors! A portal is a convenient gateway that allows you to leap from one part of a level/arena to another without all that hoofing up gore-slicked stairs which, let's face it are a disaster waiting to happen.

You're so right. How do I spot one of these 'portal' things then?
When playing a first-person shoot-'em-up (*Quake III, Unreal Tournament*) step through an archway and look out for these signs: If your body disassembles only to reform in a distant chamber filled with gun waving genetic atrocities, congratulations! You've found a portal.

Are there any drawbacks to portals?
Potentially, yes. Although portals can be life-savers when you're being pursued with nothing more than a broken Pez dispenser to keep the hoards at bay, there's nothing to say that you won't emerge the other end in an electrified, rabid-hell-bat nest. Flooding with acid.

Anything else I should know?
Just make sure the portal you're stepping into has been serviced recently. It's no fun playing the rest of the game conjoined with your arch enemy, or with your trigger fingers growing out of your arse.



New real-time weather during a race will affect your bike and rider's performance.

Two-wheel racing fanatics will love the enhanced graphics and TV-style replays.

THE WHEEL DEAL

Moto GP 2, the sequel to the best bike game ever is about to let rip.

AS AN UPDATE OF last year's brilliant *Moto GP*, Namco's logically named *Moto GP 2* boasts all the current riders, bikes and teams from the 2001 Moto GP season as well as a number of the Moto GP tracks from around the world. Just like in the original you'll be able to compete in 125cc, 250cc and the monstrously powerful 500cc classes.

The main difference will come with the all-new weather conditions. Not only can it now rain during a race, but the ferocity of the shower will change or the sun may come out and dry off the track. Naturally water on the track affects the way your bike handles while the rain will affect your vision making it harder to see corners and, probably more importantly, the other bikers. Expect to see *Metal Gear Solid 2*-style raindrops on your screen too.

Moto GP 2 will also have five more tracks than the original, bringing the grand total up to ten. Another new addition is a Champions mode where you can race against *Moto GP* greats of the past. And for hardcore fans, you can choose to race with either the 16.5 or 17 inch tyres. Now that's going to make all the difference. ☐ **NJ**

*Moto GP 2 *is out in December from SCEE.*

HMV PS2 CHARTS

Brought to you in conjunction with HMV. Charts w/e: 30/07/01

GT3: A-spec seems to be a favourite the world over.

	TITLE	DEVELOPER	PUBLISHER
1.	**GRAN TURISMO 3: A-SPEC**	Polyphony	SCEE
2.	**ONIMUSHA: WARLORDS**	Capcom	Capcom
3.	**RED FACTION**	Volition	THQ
4.	**MODERNGROOVE MINISTRY OF SOUND EDITION**	Moderngroove	Ubi Soft
5.	**NBA STREET**	EA Sports (Canada)	EA Sports Big
6.	**ESCAPE FROM MONKEY ISLAND**	LucasArts	Activision
7.	**ATV OFFROAD**	Rainbow	SCEE
8.	**TIGER WOODS PGA TOUR 2001**	EA Sports	EA Sports
9.	**RUGBY**	Creative Assembly	EA Sports
10.	**THE BOUNCER**	Dream Factory/Square	SCEE

#1: GRAN TURISMO 3: A-SPEC
No surprises here, *GT3* beats the opposition by several laps. Amazing graphics, sublime car handling and a hellishly addictive GT mode all add up to make this the best driving game ever and a must-have for PS2 owners.

#4: MODERNGROOVE MINISTRY OF SOUND EDITION
It's not really a game, but provides a whopping five hours of music, visuals and video clips. Mixed by DJs Tall Paul and Ferry Corsten, this DVD-ROM is a cool dance extravaganza in a box.

#5: NBA STREET
This *NBA Jam*-inspired arcade basketball title from the makers of *SSX* slam dunks in at a respectable number five. The two-player game is great fun, although it's slightly limited and predictable in single-player mode.

topdogforgames
www.hmv.co.uk

GUEST CHARTS

PlayStation 2 Top Tens from around the world

TOP 10 USA PS2 GAMES

1.	**GRAN TURISMO 3: A-SPEC**	SCEA
2.	**NBA STREET**	EA Sports Big
3.	**TWISTED METAL: BLACK**	SCEA
4.	**MX 2002**	THQ
5.	**NASCAR HEAT 2002**	Infogrames
6.	**RED FACTION**	THQ
7.	**DARK CLOUD**	SCEA
8.	**ATV OFFROAD FURY**	SCEA
9.	**TEKKEN TAG TOURNAMENT**	Namco
10.	**MIDNIGHT CLUB**	Rockstar

**Chart source: NPD TRSTS Videogames Service (21/07/01)*

TOP 10 IRISH PS2 GAMES

1.	**GRAN TURISMO 3: A-SPEC**	SCEE
2.	**RED FACTION**	THQ
3.	**ONIMUSHA: WARLORDS**	Capcom
4.	**THE BOUNCER**	SCEE
5.	**RUGBY**	EA Sports
6.	**FORMULA ONE 2001**	SCEE
7.	**FIFA 2001**	EA Sports
8.	**CRAZY TAXI**	Acclaim
9.	**EXTERMINATION**	SCEE
10.	**QUAKE III: ARENA**	EA

**Chart source: Chart-Track (11/08/01)*

Time goes slower in the country: *Herdy Gerdy* put back to next year.

incoming

Need to know when a game is coming out? Look here.

September 2001	Genre	Publisher
Alone In The Dark: The New Nightmare	Adventure	Infogrames
Dark Cloud	RPG	SCEE
F1 Championship Season 2001	Racing sim	EA Sports
Giants: Citizen Kabuto	Strategy	Interplay
G-Surfers	Future racer	Midas
Legion: Legend Of Excalibur	Strategy	Midway
Madden NFL 2002	Sports sim	EA Sports
NHL 2002	Sports sim	EA Sports
Project Eden	Adventure	Eidos
This Is Football 2002	Sports sim	SCEE
Thunderhawk: Operation Phoenix	Action	Eidos
Twisted Metal: Black	R/S	SCEE

October 2001	Genre	Publisher
Age Of Empires II	Strategy	Konami
Arctic Thunder	Arcade racer	Midway
Batman Vengeance	Action	Ubi Soft
Conflict Zone	Strategy	Ubi Soft
Crash Bandicoot: The Wrath Of Cortex	Platformer	Universal
Driven	Arcade racer	BAM!
18 Wheeler	Arcade racer	Acclaim
Evil Twin	Adventure	Ubi Soft
Frank Herbert's Dune	Adventure	Cryo
Grandia II	RPG	Ubi Soft
Grand Theft Auto 3	Action	Rockstar
James Bond 007... Agent Under Fire	Action	EA
Lotus Challenge	Racing sim	Virgin
Motor Mayhem	R/S	Infogrames
MX Rider	Extreme sports	Infogrames
Paris-Dakar Rally	Rally sim	Acclaim
Soul Reaver 2	Adventure	Eidos
Supercar Street Challenge	Arcade racer	Activision
The Weakest Link	TV tie-in	Activision
Time Crisis 2	Light gun game	SCEE

November 2001	Genre	Publisher
AirBlade	Extreme sports	SCEE
Baldur's Gate: Dark Alliance	RPG	Interplay
Burnout	Arcade racer	Acclaim
Cricket 2002	Sports sim	EA Sports
Dark Summit	Extreme sports	THQ
Devil May Cry	Action	Konami
DNA – Dark Native Apostle	Adventure	Virgin
Dropship	Strategy	SCEE
Ecco The Dolphin	Adventure	SCEE
Endgame	Light gun game	Empire
ESPN X-Games Skateboarding	Extreme sports	Konami
FIFA 2002	Sports sim	EA Sports
Half-Life	FPS	Universal
Klonoa 2	Platformer	SCEE
No One Lives Forever	FPS	Fox
Pro Evolution Soccer	Sports sim	Konami
Rayman M	Platformer	Ubi Soft
Robot Wars	Action	BBC
Silent Hill 2	Adventure	Konami
Silent Scope 2: Dark Silhouette	Shooter	Konami
Shadow Man: 2econd Coming	Adventure	Acclaim
Shaun Palmer's Pro Snowboarder	Extreme sports	Activision
Smuggler's Run 2	Arcade racer	Rockstar
Splashdown	Extreme sports	Infogrames
The Simpsons: Road Rage	Arcade racer	EA
Tony Hawk's Pro Skater 3	Extreme sports	Activision
WipEout Fusion	Future racer	SCEE
World Rally Championship 2001	Rally sim	SCEE
WTA Tour Tennis	Sports sim	Konami
WWF SmackDown! 'Just Bring It!'	Wrestling	THQ

December 2001	Genre	Publisher
Eve Of Extinction	Action	Eidos
Good Cop, Bad Cop	Action	TBC
Headhunter	Action	SCEE
Jak And Daxter	Platformer	SCEE
Moto GP 2	Arcade racer	SCEE
Pirates Of Skull Cove	Adventure	EA
Police 24/7	Action	Konami
Rez	Shooter	SCEE
Sled Storm 2	Extreme sports	EA Sports Big
SSX Tricky	Extreme sports	EA Sports Big
Star Trek: Shattered Universe	Space shooter	Interplay
Wave Riders	Arcade racer	Eidos
Who Wants To Be A Millionaire 2nd Edition	TV tie-in	Eidos

2002 TBC	Genre	Publisher
Ace Combat 4	Flight sim	SCEE
Aliens: Colonial Marines	FPS	EA
Ape Escape 2	Platformer	SCEE
Black And White	God sim	EA
Blood Omen 2	Adventure	Eidos
Capcom Vs SNK 2	Beat-'em-up	Capcom
Commandos 2: Men Of Courage	Strategy	Eidos
Conflict: Desert Storm	Adventure	SCi
Deus Ex	FPS	Eidos
Drakan	Adventure	SCEE
Duke Nukem Forever	Adventure	Rockstar
Everybody's Golf 3	Sports sim	SCEE
Exo	Action	Infogrames
F355 Challenge	Racing	SCEE
Final Fantasy X	RPG	SCEE
Herdy Gerdy	Platformer	Eidos
Hidden And Dangerous 2	Action	Take 2
Ico	Adventure	SCEE
Kelly Slater's Pro Surfer	Extreme sports	Activision
Kingdom Hearts	RPG	SCEE
Mat Hoffman's Pro BMX 2	Extreme sports	Activision
Maximo	Platformer	Capcom
Max Payne	Action	Rockstar
Medal Of Honor: Fighter Command	Flight action	EA
Medal Of Honor: Frontline	FPS	EA
Metal Gear Solid 2	Adventure	Konami
Mike Tyson Boxing	Sports sim	Codemasters
Onimusha 2	Adventure	Capcom
PaRappa The Rapper 2	Rhythm action	SCEE
Primal	Adventure	SCEE
Prisoner Of War	Strategy	Codemasters
Resident Evil: Gun Survivor 2	Light gun action	Capcom
Run Like Hell	Action	Interplay
SOCOM: US Navy Seals	Combat sim	SCEE
Space Channel 5 v1	Rhythm action	SCEE
Space Channel 5 v2	Rhythm action	SCEE
Spider-Man The Movie	Action	Activision
Spyro The Dragon 4	Platformer	Universal
Star Wars Racer 2: Revenge	Arcade racer	Activision
State Of Emergency	Action	Rockstar
Stuntman	Arcade racer	Infogrames
Tekken 4	Beat-'em-up	SCEE
The Getaway	Arcade racer	SCEE
The Lost	Adventure	Crave
TimeSplitters 2	FPS	Eidos
TOCA Race Driver	Racing	Codemasters
Tomb Raider: Next Gen	Adventure	Eidos
Tribes 2	FPS	Universal
Vampire Night	Light gun game	SCEE
Virtua Fighter 4	Beat-'em-up	SCEE
Zombie Revenge	Adventure	Acclaim

**Game release dates are correct at the time of going to press.*

KEY FPS – First-person shooter; R/S – Racer/Shoot-'em-up; RPG – Role-playing game

MOST WANTED

This month a joint effort from siblings Laura and Matthew Brown in Walton-On-Thames.

1 FINAL FANTASY X/WWF SMACKDOWN 'JUST BRING IT!'
Lush Japanese RPG/Potential chart topper from Juke's.
Out: Summer 2002/Winter 2001

2 BROKEN SWORD/HALF-LIFE
Dragons abound in Revolution's adventure/PC classic on PS2.
Out: TBC 2002/TBC 2002

3 TOMB RAIDER: NEXT-GEN/TEKKEN 4
Lara gets dark and dangerous/The first *new Tekken* since 1998.
Out: TBC 2002/Spring 2001

4 SSX TRICKY/WIPEOUT FUSION
Sexier snow-based board capers/Cult racer returns.
Out: Winter 2001/Winter 2001

5 ALONE IN THE DARK/TIMESPLITTERS 2
The 'original' shocker back to haunt/FPS fave gets a story line.
Out: October 2001/TBC 2002

6 RESIDENT EVIL CODE: VERONICA/COMMANDOS 2
Rejigged PS2 version of DC *Resi*/Ultra-detailed RTS.
Out: Now/Winter 2001

7 MGS2/SOLDIER OF FORTUNE
Genre-defining stealth adventure/Bloody and violent shooter.
Out: TBC 2002/Winter 2001

8 CRASH BANDICOOT/ALIENS: COLONIAL MARINES
Aussie varmint goes free-roaming/HR Giger's seminal aliens become a PS2 FPS.
Out: October 2001/Winter 2001

9 WIPEOUT FUSION/GTA3
Fight the future/Fight the rozzers.
[For *WipEout*, see page 72. For *GTA3*, see page 22]
Out: Winter 2001/October 2001

10 TEKKEN 4/ROBOT WARS
The King Of The Iron Fist returns anew/The ironmongers does some business for the TV tie-in.
Out: TBC 2002/Winter 2001

YOUR GO!
Drop us a line with the games you can't wait for (and why), plus a photo of yourself, and we'll do the rest. **Most Wanted, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

the beautiful game

In *OPS2*'s last ever Beautiful Game, we give you the best Lara-beating, platform-jumping, artifact-finding, zombie-annihilating, third-person action-adventure game we can muster. Can we go home now?

1. GET FLESH!
Expect to pump several rounds of shotgun shellage into those ooky, stitchy-face nurses from *Silent Hill 2*, the rotten zombie cops from *Resident Evil* and the skeletal hordes from *Tomb Raider*. Also look out for mummified *Newsnight* presenters, O-Town werewolves and blood-sucking, vampiric members of the Royal Family. And Prince Philip. Wahay!

2. ANOTHER BRICK IN THE WALL
Include the magnificent architectural design of the Gaudi-styled buildings in Capcom's superb *Devil May Cry*, combined with the lush settings of Square's *Final Fantasy X*.

3. KILL FRENZY
An enviable armoury of lethal guns, knives, flame-throwers, pool cues and Beck's bottles. Experimental weapons, such as the alien parasites from Valve's *Half-Life* and *Red Faction*'s Rail Driver gun, add surprising ways to see off that strange-looking creature with what looks like an arse grafted onto its forehead.

4. "WHO YOU LOOKIN' AT?"
Spookily advanced AI means that if a player is constantly dumping the main character into a pit of filthy wooden spikes, they'll get annoyed and take over the Dual Shock 2 controls. Expect future Lara Croft-type characters to suddenly turn around to face the inept PS2 gamer, and berate their useless skills with some saucy swearing.

5. SILKY MOVES
The ability to 'earn' new movements and attacks as your character progresses in the game, rather like Dante in *Devil May Cry*. A clever Movement Editor gives players a chance to design their own unique character traits, such as the sneaky groin scratch or look-I'm-hard gob.

6. ENVIRON-MENTAL
Harsh environments including water, ice, fire, alien planets and WOMAD concerts set the scene. Differing temperatures and conditions affect your character's health, so going straight from a shivering Ice world to a sweaty fire world will see Lara sniffling and sneezing into a crusty Kleenex swapping her quest for jewels for a nice hot Lemsip.

7. DRIVE-BY SHOOTING
A garage of action vehicles to play with as in the *Tomb Raider* games – helicopters, speedboats, sports cars, motorbikes and jet packs. Other means of transport available should also include pogo sticks, tractors, winnebagos, cabs and a great bonus of a psychotically over-engineered Sinclair C5 electric trike.

8. MONSTER, MONSTER
Once you've completed the adventure, you get to play in First-person mode (*Resi*-style) and as any character from the game. For example, choose to be a vicious zombie dog, an ancient bandaged-up mummy or some tofu. Which would be funny if it wasn't real.

*third-person heaven

ILLUSTRATION: BEN KIRCHNER

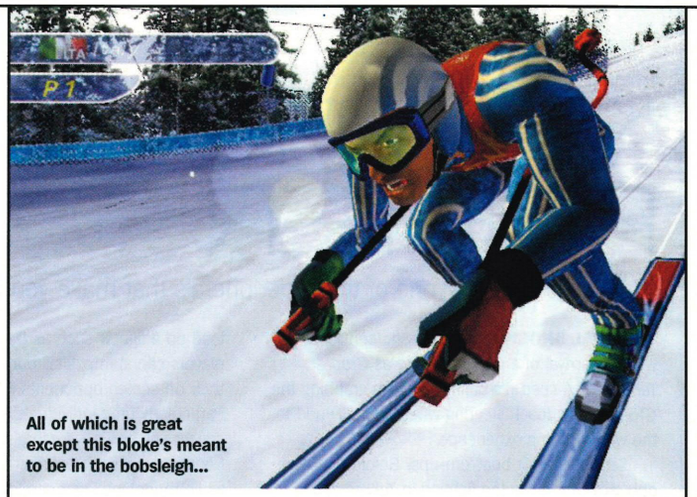
9. GET AN EARFUL
Superb Dolby 5.1 3D surround sound allows gamers with state of the art speaker systems to hear everything from distant shuffling and high-pitched screams of a rampant giblet goblin, to the gentle, burbling sound of you filling your trews at the sight of said giblet goblin's hand, clasped around your nether regions.

10. HOME ALONE
Option to have playable character's domestic life as bonus mission. A '*Sims*' like section will see hard-ass hero relaxing at home, hoovering, polishing Dagger Of Xang and generally preparing for their next adventure. Flawless domesticity will trigger bonuses. Live like a slob and you'll find you've packed a pair of pants rather than a pair of Uzis...

11. "HAVE WE MET BEFORE?"
Online/Hard Disc Drive compatibility allowing cross migration of characters courtesy of downloadable special missions. Let Lara loose in *GT3* with her Land Rover, put Claire Redfield in your *ISS* team, both complete with authentic characteristics (and guns). Want to tackle *Onimusha* as Rayman? It's your funeral.

12. AND FINALLY...
Innovative 'Fourth-person adventure' mode allowing you to play the game from the perspective of a complete stranger in a pub being relayed the game's progress over a phone. "She's coming to a precipice, wants to know what to do... Hang on, no, she's screaming... Christ, that's gotta hurt" [Click]

SPY



All of which is great except this bloke's meant to be in the bobsleigh...

CITY OF GOLD

PS2 to host *2002 Olympic Winter Games.*

WHERE THERE'S A MAJOR SPORTING EVENT you can almost certainly guarantee a videogame licence. This is certainly true for next year's Winter Olympics in Salt Lake City and like last year's summer Olympics, the licence has been snapped up by Eidos for this winter's *Salt Lake Olympic Winter Games 2002.*

Six playable events will be on offer: Men's and Women's Alpine Skiing, Downhill Skiing, Men's Two-man Bobsleigh, Women's Freestyle Skiing Aerials, Men's Ski Jumping K120 Individual and Men's Snowboard Parallel Giant Slalom. So in theory that's six games for the price of one.

Eidos is boasting that the game will have an unparalleled level of realism, using satellite technology to recreate the actual Salt Lake terrain, accurate to two feet in height. The game will also feature several styles of play including, most interestingly, a Freeform mode where you can define the weather conditions you compete in.

According to Eidos the game will also feature the usual realistic physics and motion capture, a Multitap-friendly Four-player mode and, a must for some top Olympic gameplay, realistic finger movement of the competitors. Us neither, but it'll be your fingers moving *Track And Field*-style when the game is released this winter. □ **NJ**

Salt Lake 2002 Olympic Winter Games *is released this Novmeber, well before the actual event.*

Which is all very impressive, but let's hope he lands it.

SPY

VIRTUA FIGHTER

Wa-hey! It's another one of those peripherals that make you look stupid.

THE DUAL SHOCK 2 IS a fantastic controller, but with the arrival of a game as good as *Gran Turismo 3: A-spec*, it's definitely worth grabbing the *GT3* force-feedback steering wheel to really add to the whole driving experience.

So what about beat-'em-ups? Before now, the only way of making the fighting in *Tekken Tag Tournament* more realistic was to cultivate an Eighties haircut, slap on a pair of ripped jeans and hit yourself repeatedly in the face, body and legs between rounds. Luckily, Thrustmaster also has a solution for creating more involving gaming in the form of the Fighting Arena.

Plugging straight into a Dual Shock 2 port on PS2, the ingenious lurid orange peripheral has a plastic mat with directional and shoulder button markings, plus two adjustable towers adorned with infrared sensors for ⊗, ○, □ and △. Simply load up a fighter such as *Dead Or Alive 2* and players can stamp, kick, punch and karate chop their on-screen opponents within seconds. Particularly unfit individuals (not the sprightly specimens on *OPS2*) can also use the extra frenetic exercise to burn off a few calories piled on while munching lager sarnies and other essential foodstuffs during lengthy gaming sessions.

//Playing *GT3* with the add-on will have you gambling around like a baboon on heat//

Unfortunately, the Fighting Arena doesn't recognise the analogue sticks, so gamers won't be able to dance and jab their way through *Quake III*'s gory arenas. However, playing *GT3* with the add-on has you gambling around like a baboon on heat – especially on twisting courses with a lot of corners – and playing an import of *Winning Eleven 5* could possibly release more sweat than a half-hour five-a-side footy match.

At just under £70 Fighting Arena is on the expensive side, but remains a ridiculous and diverting way to enjoy games on your PlayStation 2, sadly starved (at the moment) of the genius of a title such as Sega's maraca-waving music action game *Samba De Amigo*. □ **JS**

**Our arty karate bod Niki imagines Mr Goldsmith standing between the poles.*

Check out the Web site: www.thrustmaster.co.uk

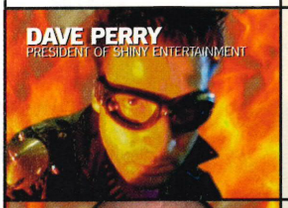
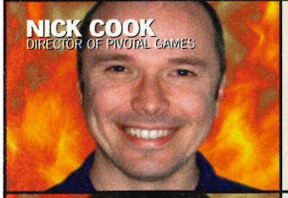
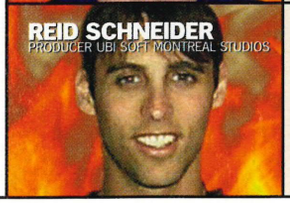
PHOTO: KATHERINE LANE-SIMS

THE BURNING QUESTION

***OPS2* grills the videogames industry's finest on a hot videogames topic.**

THIS MONTH

ARE NEXT-GENERATION GRAPHICS A GOOD THING FOR GAMERS?

	Are graphics more important than gameplay in marketing a PS2 title?	Will gameplay become less important as graphics constantly improve?	Can better graphics actually improve gameplay?	Name one game that has poor graphics but is still incredibly playable.	So, are fantastic next-generation graphics a good thing for gamers?
 **DAVE PERRY** PRESIDENT OF SHINY ENTERTAINMENT	Graphics are very important to get the head to turn and to tell you at a glance what kind of game it is. Also, they need a recognisable look, so when you see other images from a game, they have a style and it becomes familiar. Then it's about gameplay.	Never. Never. Never.	God *yes*. But what really gets me, is how many questions I get like this that talk about graphics, but *never* about sound design. Sound design is at least 50% of that ambience. Great art and great sound design combined make for an incredible ambience that no book or movie can touch.	*Tetris*. It looks like arse and could easily be turned into something very visually interesting, but why bother? It's just a distraction that wouldn't improve the already rock-solid gameplay.	
 **NICK COOK** DIRECTOR OF PIVOTAL GAMES	Often the visual look of a game is the first contact a player will have with a new product. So, often to raise their initial interest, graphics need to be very good. Obviously great gameplay is the most important factor and should ultimately ensure that the public will buy the game.	Absolutely not. Graphics are simply part of the equation, a major part, but not the whole. Without excellent gameplay, a visually stunning game becomes quickly sterile and is soon left to rot in the bedroom or on the shelf. Great gameplay will keep you coming back for more.	This should hopefully be the case. If through great graphics we can help a player to suspend their disbelief, even if only for a moment and become fully immersed, then the graphics have done their job. Again, graphics are only part of what makes this happen.	*Tetris*.	
 **REID SCHNEIDER** PRODUCER UBI SOFT MONTREAL STUDIOS	Graphics are certainly not more important than the gameplay. There is no point making a game look fantastic and then neglecting the other aspects that go towards making a game great – it would be like polishing a turd.	Never. Gamers are certainly not stupid and they will never be fooled into thinking a game is great just from an aesthetic sense. You have to give people more credit than that.	Better graphics can improve the gaming experience greatly. For example the locations and characters in our forthcoming game, *Batman Vengeance* are painstakingly detailed, so if you're a fan of the comics, films or whatever, you really feel like you are in Gotham City.	*Tetris*. Graphics were very basic and it's one of the most addictive games ever.	

SKIDMARKS GUARANTEED

"The gameplay is fantastic" - PSi 2 Magazine

"A fast, smooth, action filled experience" - P2 Magazine

SPY HUNTER®

PREPARE TO BE HUNTED

MIDWAY
www.midway.com

Spy Hunter © 2001 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC.
Used by permission. Distributed under license by Midway Games Ltd. "PlayStation and "PS" are registered trademarks of Sony Computer Entertainment Inc.

PlayStation 2

WORDS: JAMIE SEFTON/PHOTOGRAPHY: JAMES CHEADLE

Rio Ferdinand

The Leeds United and England defender talks to *OPS2* about the Champions League, Sven-Goran Eriksson's new regime and his biggest challenge yet – beating his team-mates at PlayStation 2...

At just 22 years of age, Rio Ferdinand briefly became Britain's most expensive football player with an £18 million move last season from London battlers West Ham to northern giants Leeds United. Manager David O'Leary has just made the talented young defender club captain for the new season, and Rio is to be the cover star of the brand new SCEE PlayStation 2 game *This Is Football 2002*. Can life get any better for Peckham's finest? *OPS2* travelled to the plush surroundings of Leeds United's Thorpe Arch football academy to find out.

How does it feel to be made captain of a big club like Leeds United at such an early age?
It's brilliant to be honest, something I'm really proud of. When you're a kid you dream of that and luckily I've been able to do it at such a young age. It's a big thank you to all the staff at Leeds United who have belief in me and hopefully I can go on and do as well as Lucas [Radebe] has done.

It was obviously a tough decision to leave West Ham, a club where you spent many years and one that had nurtured your talents through their excellent youth policy. Did you know that the move to Leeds was going to be a good one, especially with all the hype surrounding the huge transfer fee?
Well, I hoped it would be. I wasn't 100 per cent when I moved, but as soon as I got here and I saw the boys and started playing, I felt it was the right decision. I'll never forget West Ham and what they did for me, but being at Leeds has turned out better than I could've possibly imagined. As for the transfer fee, I didn't really think about it. It was only the press that really talked about the money and I didn't read any of the papers. I just went out there on the pitch, played my game and hoped for the best.

It must have been an incredible roller coaster ride last season with Leeds United's Champions League exploits – knocking out massive European clubs like Lazio and Barcelona.
It was a great experience to be involved in that competition. I came to Leeds to play European football and we got that in abundance last year. As a young and inexperienced side, we did remarkably well to get to the Champions League semi-final, but we need to improve on that this year and get some silverware in the cabinet.

What do you expect Leeds United to achieve this year?
I think we've put pressure on ourselves this season. We've learned a lot from last year and ended the season very strong, but consistency is the key and you've got to be lucky with injuries – if you don't get any injuries then you've got a chance. We have to aim for qualifying for the Champions League, but we've really got to win something, whether it's the Worthington Cup or whatever. As long as we get a piece of silverware, then it's the start of something. The board and the club have spent a lot of money and resources on players and I think that the fans deserve a bit of repayment.

"I'll never forget West Ham and what they did for me, but being at Leeds is better than I imagined"

You're now a major part of the England setup, so what do you make of Sven-Goran Eriksson and his style of management?
The first impressions since Sven-Goran arrived have all been positive. The boys seem happier and a lot more relaxed, but saying that, I don't think that anyone can put their finger on why there's been such a difference in the England team. The manager comes in and says what he wants, then leaves and you either do it or you don't. It's as simple as that. Speaking personally, when you're given a long chance to prove yourself in a team, then you can't ask for more from a manager. I want to play in the next World Cup because it's such a great event, especially after not making the England squad for Euro 2000. Now, luckily [taps his head and the table] I've been given a proper chance to show whether I'm good enough.

Can Svengland do the business in the next World Cup and beyond?
Yeah definitely. We've got a lot of good players around and if we can all gel together with the experienced players then we're on to a good thing, but only time will tell.

What are your main ambitions in football?
I'd love to win the World Cup or the European Championships with England, but I also want to do well in the domestic English league. Any two of those things would be great.

SCEE has chosen you to be the star of *This Is Football 2002*. Are you a videogame fan?
Oh yeah. When we go away from home with Leeds, we play videogames the night before the matches – mainly football and driving games, but WWF is very popular too. Harry Kewell is a bit of a boffin and well into the WWF wrestling thing especially. With the footy games we all play international matches, so I'm England, Eirik Bakke's Norway, Dominic Matteo is Scotland and Harry is Australia, but unfortunately England don't usually come out on top! When you look at their faces playing it's well funny. If someone does a bad foul and a player gets injured it can get a bit heated sometimes.

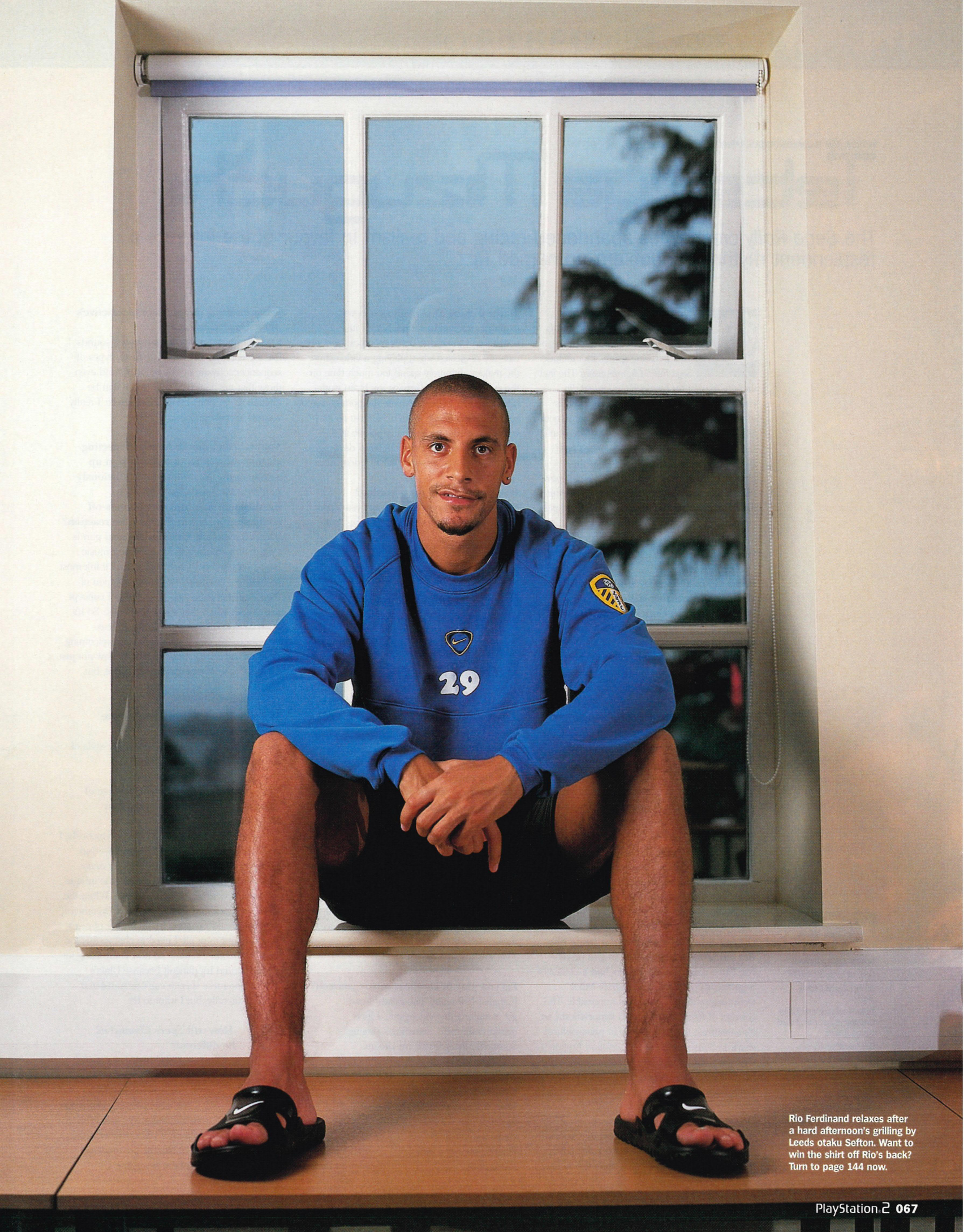
Are you allowed to play videogames when you're with the national squad? On the coach for example?
Not on the coach, but when you're with England you have your own room, so you either have your own machine or you go round to someone else's room. David James likes videogames and some of the younger lads such as Ashley Cole and Joey Cole play as well. I think most players are into videogames.

What do you reckon to the PlayStation 2 and *This is Football 2002*? Is it a realistic representation of the beautiful game?
The games are getting so much better. I had a play of *World Soccer* on the SNES the other day and it was like, 'Wow, it's in slow motion! What's going on there?!' Now with PlayStation 2, the games have better commentary and the lifelike graphics are frightening – before if I was to be put into a football game it'd probably be just a change to the colour to the skin of the player or something like that!

You've already achieved a lot in your football career, but did you ever imagine that you'd be the cover star of a PlayStation 2 game?
Oh yeah. I used to think, 'Oh it'd be great to have your face on a game,' or, 'I'd love to see myself in the paper on Saturday,' little things like that. To be able to do it now for real is just unbelievable. □

Rio takes to the polygonal field in *This Is Football 2002*.

Curriculum Vitae
Name: **Rio Ferdinand**
Nationality: **English**
Date of birth: **8/11/78**
Birthplace: **Peckham, London**
Season 1995/96 – 1996/97 **West Ham appearances: 16, Goals: 2**
1996/97 **Bournemouth (on loan) appearances: 10, Goals: 0**
1997/98 – 2000/01 **West Ham appearances: 110, Goals: 0**
2000/01 – Now **Leeds United appearances: 23, Goals: 2**
England caps: **15**
Footballing heroes: **Maradona, John Barnes, Ian Wright, Frank Rijkaard**



Rio Ferdinand relaxes after a hard afternoon's grilling by Leeds otaku Sefton. Want to win the shirt off Rio's back? Turn to page 144 now.

WORDS: SAM RICHARDS/PHOTOGRAPHY: NICK WILSON

Tetsuya Mizuguchi

The *Sega Rally* creator has abandoned racing and realism in favour of the future – a resplendent rhythmic shoot-'em-up named *Rez*.

Joining Sega in 1990, Tetsuya Mizuguchi is best known for his leading role in creating a series of arcade racing games that include *Sega Rally Championship*. The fact that the mascot for his development studio, United Game Artists (formerly Sega AM9) is now a slinky pink-haired dancing VJ may seem like something of artistic U-turn. But Mizuguchi-san sees no real contradiction between *Sega Rally* and *Space Channel 5* as long as the player's enjoyment is paramount. Now his new PS2 project is a stunning shoot-'em-up in which the rhythm of your fire triggers musical samples, culminating in trance-driven sensory satisfaction. Meet one game developer whose vision is truly out there...

Curriculum Vitae

Name: **Tetsuya Mizuguchi**
Nationality: **Japanese**
Date of birth: **22/05/78**
Birthplace: **Sapporo, Japan**
Title: **President and Chief Creative Officer of United Game Artists**
Games: ***Megalopolis, Sega Rally Championship, Sega Touring Car Championship, Manx TT, Sega Rally 2, Space Channel 5 v1, Space Channel 5 v2, Rez***
Favourite bands: **The Beatles, The Style Council, Simply Red**
Favourite clubs: **Twilo, New York**

Rez is characterised by stunning abstract visuals, whereas the majority of PlayStation 2 developers are opting for ever-more-realistic game worlds. Are you anti-realism?
That's a good question but difficult to answer! From my point of view, too many games these days look similar. Not only that, but the fun part of the game has become second or third priority after the quest for absolute realism in the graphics. Graphics are obviously important, but I don't think they are the essence of a game.

Yet _Rez_ looks amazing in its own way...
Yes, but when I was first working on *Rez* the graphics were not so gorgeous and you could still play it and feel the experience of the game. The graphics came later. I wanted to get back to the attitude of 20 years ago when games did not look so impressive, but everyone could feel the excitement of playing them. Also, human beings have great imaginations! They can complete the rest of the graphics in their minds.

Do you think the creation of a game like _Rez_ could have been done in the past?
No. Three years ago, developers had a choice of Sega Saturn or PSone. To integrate MIDI technology within a game was impossible. The concept of *Rez* is visual/sound synaesthesia, so it's something that's very close in philosophical terms to Sony's vision of the Emotion Engine. Of course, the fact that the hardware inside the PlayStation 2 can support advanced sound technology is important.

Do you feel like a game pioneer, particularly in terms of interactive sound?
I don't like to call myself a pioneer. My job is basically just to make a game that's fun to play. Maybe there aren't so many developers exploring interactive sound, but it's just something I wanted to do. Sometimes I feel my ears are neglected when playing a videogame, the makers definitely spend too much time on the graphical aspect. Perhaps my brain works differently but I like to explore the possibilities of sound. I don't like to think of *Rez* just as a music game. But many, many people in the world love music and clubbing and dancing so I wanted to bring music closer to videogames.

Is _Rez_ a tribute to retro gaming?
Maybe you could say that. Twenty years ago there were many good shooting games, but

"Rez is visual/sound synaesthesia. In philosophical terms it's close to the vision of Sony's Emotion Engine"

recently – no games. I don't know know why. I'm talking about things like *R-Type* and *Gradius*, I think people like these type of games. I *hope* people like these type of games!

Has the popularity of Bemani games made you more confident about creating a music-based game?
I haven't thought about that. I didn't take inspiration for *Rez* from *Beatmania* and those type of games – I class *Beatmania* as a puzzle game. I took inspiration from MIDI sequencers and shooting games. One day I was playing an old shooting game and I was listening to the sounds as the spaceships exploded. I thought if these sounds went together to make a piece of music, I would be very happy playing this game. This was my first dream for *Rez*.

Do you play or compose music yourself?
[Laughs] Not really. The closest I can get is making this videogame. I love music, clubbing... sometimes singing! So maybe this game is my dream.

There are many people in the world who can't play music, and who can't play an instrument, and maybe my game will give them the feeling that they can control or even create the music. So the PlayStation 2 is a new instrument.

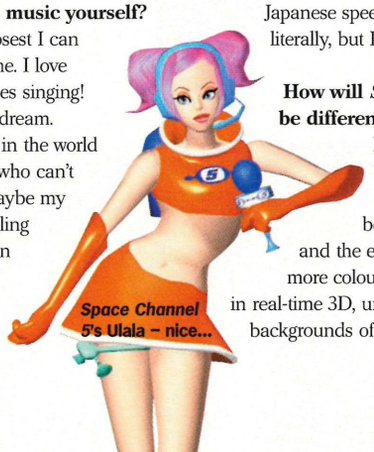
What do think about Jester Interactive's _MTV Music Generator_?
I haven't played it myself, although it sounds like a great idea. But there are many types of sequencer software out there for PC and even those that are relatively easy to use can be difficult if you don't know about music. I really wanted to make a *game*.

You've been around the world meeting various musicians in order to sign up artists to the _Rez_ soundtrack. Obviously you're asking for a little bit more involvement than the usual hands-off collaboration, so what's been the reaction?
It's been very good. Of course the hard part is asking these musicians to create new music based on the theme that I have, but I think most of them are interested in the visualisation of their sound and they do have a visual concept their heads when they make the music. So it's been easy to discuss these kind of ideas. Everybody we approached was very welcoming. With all the collaborations I feel it's now not just United Game Artists making the game, but artists from all over the world.

What styles or genres of music are represented in _Rez_?
It's a variety. There isn't one particular style of music, but the theme is similar.

What are your plans for the release of _Space Channel 5_ and it's sequel on PlayStation 2?
I'm working on both v1 and v2 simultaneously. I wasn't sure whether v1 would be released in Europe at first. One of the reasons for *Space Channel 5*'s popularity in Japan was the unique and amusing slang spoken by Ulala. When the game was localised into English [for Dreamcast] they translated her speech into boring phrases and it's not fun at all. I need to change this for the PlayStation 2 release so now I'm looking for a good writer! It's difficult because Ulala's Japanese speech can't be translated literally, but I want to try.

How will _Space Channel v2_ be different?
It will be like a musical. Maybe you can sing when you play! There will be more playable characters and the environments will be even more colourful. These will be drawn in real-time 3D, unlike the pre-rendered backgrounds of the first game. □


Space Channel 5's Ulala – nice...

Mizuguchi-san assures us that his title for *Rez* is no way influenced by the Underworld track of the same name, even though that track featured in a test version. Yeah, right.

WWF SMACKDOWN! 'JUST BRING IT!'

THE PLEASURE, THE PAIN, THE PEOPLE'S ELBOW – PREPARE FOR WRESTLING RAPTURE AS THE WWF BRING DA RUCKUS TO PS2! WE'VE GOT THE WORLD EXCLUSIVE FIRST REVIEW!

MAG CONTENTS

WREAKING BRUTAL HAVOC WITH A WRY SMILE, IT'S NEW FPS HERO **MAX PAYNE**

BEHIND THE SCENES WITH **HEADHUNTER** – COULD THIS GAME TRUMP MGS2?

REVEALED! THE MYSTERIOUS MAJESTY OF MIKAMI'S **DEVIL MAY CRY**

PLUS: TONY HAWK'S 3**/OFFICIAL GRAN TURISMO 3 GUIDE PT 2**/HALF-LIFE**/WIN A DVD COLLECTION**/REZ**/MORE**

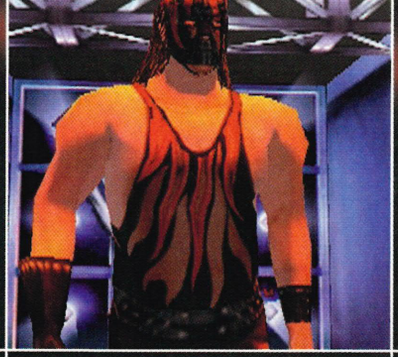
›› **ALSO REVIEWED:**
GRAND THEFT AUTO 3
SOUL REAVER 2
TIME CRISIS 2
RAYMAN M
ALONE IN THE DARK + MUCH MORE

ON THE DVD

We're the only magazine to bring you a DVD-ROM disc featuring playable levels of the latest games

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 13
ON SALE: WEDNESDAY 10 OCTOBER

›› **ORDER YOUR COPY NOW!**

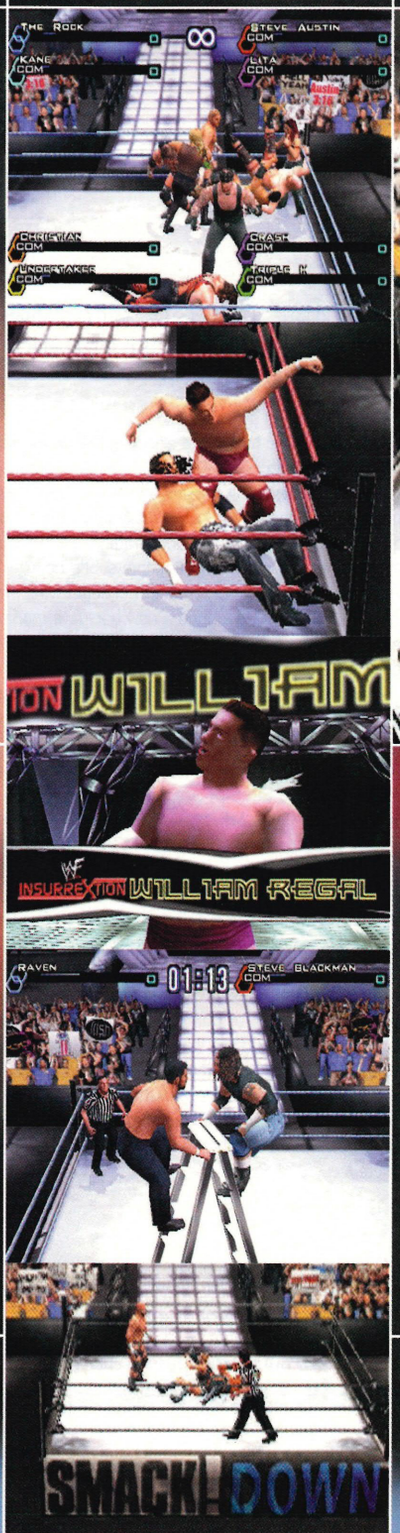


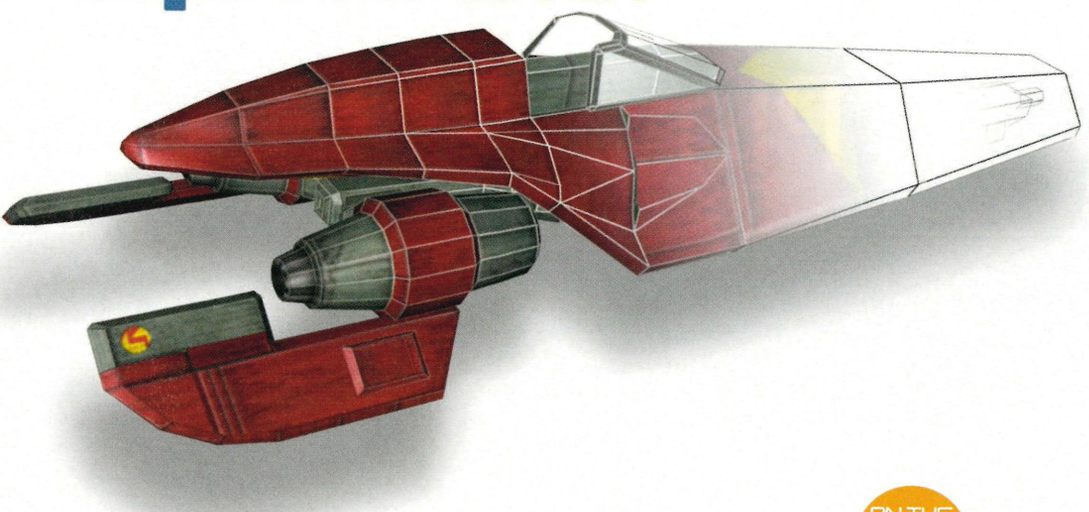
next month

in the november issue of

PlayStation®2

OFFICIAL MAGAZINE-UK





WORDS: ANDY LOWE/PHOTOGRAPHY: MARTIN BURTON

ON THE DVD

ARE YOU GOOD ENOUGH?

How do you improve a game that is already genre-defining? That's the task faced by *WipEout Fusion* developer Studio Liverpool. *OPS2* paid them a visit, wish-list in hand, and found that fans have nothing to fear – it's *WipEout*, but not as we know it.

"The *WipEout* Experience". It's a phrase that *WipEout Fusion* Lead Designer Rob Francis uses as a collective term for his game as if it were a genre in its own right. It's the kind of shorthand speak reserved for genuine benchmarks; classics that sit snugly in their very own genre grooves. Think *Resident Evil*, *Metal Gear*, even *Tomb Raider*.

"It's a sign of the strength of the game's identity that we never really take much inspiration from other games," says Francis. "There are a lot of quality racing titles out there, and there is pressure for mass appeal. But we try to resist simply bolting on familiar features for the sake of it. We only ever pursue things which we think will enhance The *WipEout* Experience."

The latest *WipEout* Experience is currently being 'polished' for SCEE by a zealous crew at Studio Liverpool, many of whom also worked on *F1 2001*. The vibe in the office however, indicates that *WipEout Fusion* is the favoured son. Deadline-frantic corner-cutting is not an option. The muted commercial response to *Wip3out* – last year's third PSone instalment – seems to have shocked the team into a conviction to never again take a sidestep when a great leap forward is required. And with the next-gen hike, they wouldn't have had an excuse, anyway.

"We've looked long and hard at the things that made the PSone games special," says Studio Liverpool Manager, Clemens Wangerin. "We wanted to make sure that nothing was lost in the PS2 translation. The essence of the game can be boiled down to two things: the music and the speed. Once we had a grip on that, we got to work on how to move things on to a new level – instead of just porting over the original games and buffing up the graphics." So, they have the technology and the philosophy, but can they deliver the next-gen gameplay that *WipEout* fans and *WipEout* virgins alike are craving?

Many gamers felt that some aspects were missing or certain elements weren't quite right in the PSone games. So from our own personal gripes and those expressed by the gaming public at large, *OPS2* has made up a wish-list for our perfect *WipEout* Experience. Can Studio Liverpool step into the purple turban of the PlayStation 2 Genie and grant us these humble wishes?

WIPEOUT FUSION WISH-LIST...

1. BETTER HANDLING

The *WipEout* games on PSone were often criticised for having far too sensitive handling, and controlling your craft involved a very steep learning curve. This lack of instant expertise often led to much frustration, though once mastered the control was very rewarding. So now we want less fighting the track and grinding the walls, with more focus on reflexes and creative control.

"We've spent a lot of time redesigning the craft dynamics," says Dave Burrows, Lead Programmer. "The PS2 has allowed us to really play with the physics. There's more variety in the way the crafts 'drive'. Traditionally, there's the big, cumbersome ship and the sleek, fast one. It's more subtle now."

"There's also the bonus of an increased depth of field, giving players more reaction time. Even on a debut glide around a new track, we managed to limit the stop-start grinding to one or two careless clangs. A bit more familiarity, and races will be races – as opposed to frantic efforts to hit as few walls as possible with a vague ambition of finishing somewhere in the rankings."

2. MORE VARIED AND INSPIRED TRACKS

Unfortunately the limitations of PSone meant that the draw distance was limited and tracks were often accused of being similar in style. So how about some loops, twists, corkscrews and upside-down sections? We'd also like short cuts, freeform areas... *WIPEOUT* OFF-ROAD!

This wish seems to have been granted as *OPS2* plays one of the new tracks: a lush jungle with lots of craggy kinks and foaming waterfalls. Burrows guides his ship over a trigger pad which raises a drawbridge. He zooms up the new ramp and soars over the top of a mountain onto a secret landing area. "We can do a lot more of that kind of thing because of the new design flexibility. On top of the standard reverse mode, there are hidden short cuts and alternative routes – some guarded by barriers which need to be destroyed with missiles. Most of the short cuts are 'hidden' in the sense that you need to use a turbo to fly to a seemingly inaccessible section.

"It's a key part of the feedback we get about racing games," says Francis. "Players like to see what corners they can cut, and, because there's a lot of big, big leaps and drops, we've used that to give the game a more open-ended, go-anywhere feel."

//"The essence of the game can be boiled down to two things: the music and the speed." Rob Francis, Lead Designer//

Excited? You should be. This latest example of what Lead Designer Rob Francis describes as 'The *WipEout* Experience' is the biggest and best yet.

WIPEOUT: EVOLUTION

In 1994, with the original PlayStation over a year away, Psygnosis got to work on a game for the European launch. Gaming had recently suffered a slump through a dearth of ideas (too many flabby platform games), over-ambitious gimmicks (Sega's Mega CD and 'interactive movies') and, crucially, some laughable marketing (Atari's perfectly decent Jaguar console was released to barely a whimper of publicity). Gaming was perceived as geeky, childish, insular until...

Taking their cues from the fashion and music industries, SCEE pounced on the original *WipEout*'s stripped-down, sci-fi appeal and began pumping out the brand extension. 'Proper' packaging designed by Designer's Republic, a separate CD of the in-game underground electronica soundtrack, a unique line of club-wear, *WipEout* pods installed in chill-out rooms and a series of edgy mainstream advertising campaigns.

In 1996, the sequel – *WipEout 2097* in Europe, *WipEout XL* in the US – received similar treatment. This time, the bands and record labels were approached to provide exclusive tracks (Prodigy, Chemical Brothers, Underworld) and the old sponsor-monster reared his hungry head, with a Red Bull-branded nightclub tour and the distribution muscle of Virgin pushing the soundtrack.

In 1999, the third edition, *Wip3out*, still had the club tour (alongside prog-house god DJ Sasha) and the kudos (including a funky Designer's Republic Web site (www.kleber.net/wipeout3) but it was beginning to suffer from *Tomb Raider* Syndrome – a sound idea not evolving radically enough. Sales were down, and a *Special Edition* featuring a graphical polish and a mix of the best tracks from previous games heightened the sense that the series was losing its thrust.

IF THEY MOVE, KILL 'EM

In addition to the standard classic pick-ups (Autopilot, Shield Drain), *WipEout Fusion* is stuffed to the armpits with all-new death-dealing gadgets...

GENERAL WEAPONS

Your common or garden artillery. Won't impress the ladies.

PROTON CANNON
Rapid-fire minigun that spits out glowing plasma bullets. Fires forward from the front of the ship. One pick-up has around 25 rounds that can be fired at will.

GRENADES
Three bouncing grenades are fired forward or backward at different angles. They explode on contact with another ship, track-side or scenery.

FLAMER
Breathes out a lethal dose of fire in front of the ship. An enemy that gets caught will catch fire and take damage for 30 seconds or until the ship goes through the pit-lane.

GRAV-STINGER
Releases a cop-style 'stinger' from the back of the ship. Enemy craft must dodge it or risk having their anti-gravity unit taken out temporarily, causing them to drop to the track, scraping metal and taking damage.

GRAVITY BOMB
A bomb that causes the immediate area to white out. All ships within the explosion radius are affected, with an effect similar to the Grav-Stinger's.

MULTIPLAYER WEAPONS

Naughty slapdowns specific to 'all-back-to-mine' sessions.

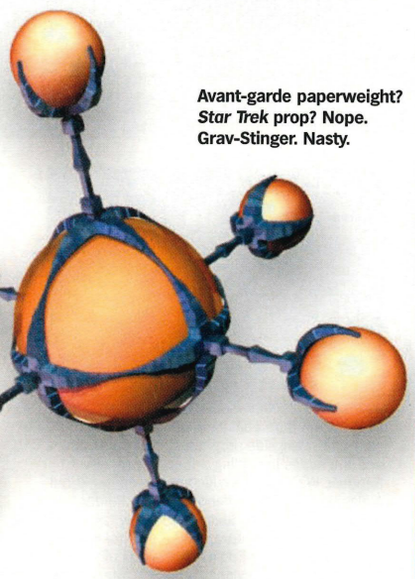
CONTROL JAMMER
Reverses the steering controls of the targeted ship for a few seconds.

TURBO ENFORCER
Gives enemy ships an instant (and unwanted) turbo boost. It's all in the timing to make it as inconvenient as possible for them.

HUNTER MISSILE
Programmed to hunt down the race leader. Big explosion, damage and slow-down.

GLOBAL DRAIN
Very nasty. Reduces the shield energy of all enemy ships to zero. Any further contact damage will result in destruction. Only remedied by a visit to the pit-lane.

STEALTH
Player's ship rendered translucent. Weapons will have no effect and weapons can't lock-on. Flying through enemy ships causes them damage. If it wears off while flying through an enemy ship, it destroys the enemy instantly.



Avant-garde paperweight? *Star Trek* prop? Nope. Grav-Stinger. Nasty.

SUPER WEAPONS

Each team has its own speciality blast, accessed by completing missions in the new, more practical Challenge mode.

FEISAR
SUPER MISSILES
Similar to the standard Missile, but with more pain guaranteed. Three missiles lock-on to the nearest three enemy ships ahead. If only one enemy ship is ahead, all three missiles will home in and destroy it completely.

VAN-UBER
SEISMIC FIELD
A black hole is fired forward. Enemy ships are drawn in, causing slow-down and damage. Direct hits cause major damage with a high chance of total elimination.

G-TECH
BIO SNARE
Creates a throbbing wall covering about half of the track width. A ship that hits it will take immediate damage and the snare will smother it to drain the ship's shield energy to destruction. Requires a pit-lane visit.

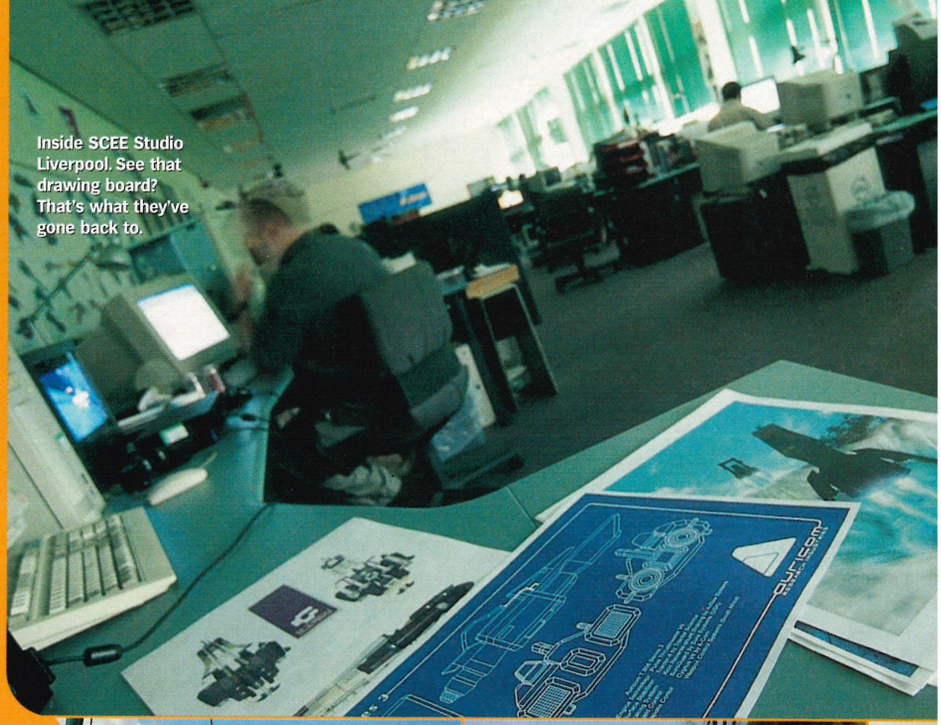
AURICOM
ORBITAL LASER
The player gains a lock-on by guiding a laser sight over an enemy ship. When fired, several shafts of light pump down from above, causing major damage. The blast also causes a massive smoke-screen around the area.

EG-R
POWER SWARM
Forward and rear-firing. The player gains an automatic lock-on, as with a standard missile. Three or four bee-like drones equipped with machine guns zip out from under the player's ship and attack the enemy.

TIGRON
NITRO-ROCKET
They lock-on like a standard missile. A projectile of liquid nitrogen is fired at a ship which then crystallises. This lasts for five seconds, but the ship can be restored by any heat source.

XIOS
SHIELD DRAIN
Similar to the previous *WipEouts'* Shield Drain, only much more powerful and with a more flexible linking distance.

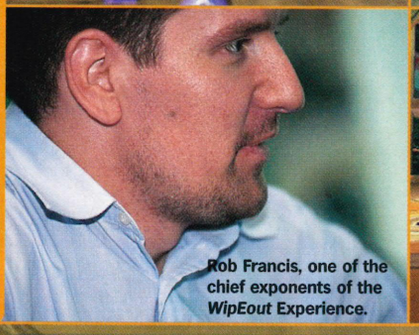
PIRANHA
PENETRATOR
Lock-on, and the whole ship fires itself like a missile at the enemy ship, penetrating it and causing massive damage.



Inside SCEE Studio Liverpool. See that drawing board? That's what they've gone back to.

One logo, one team, one massively-improved game.

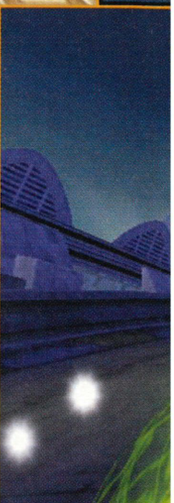
The sprawling race metropolis. Joyride this NOW!

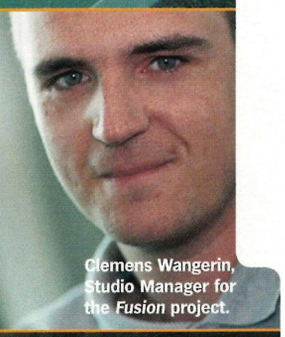


Rob Francis, one of the chief exponents of the *WipEout* Experience.

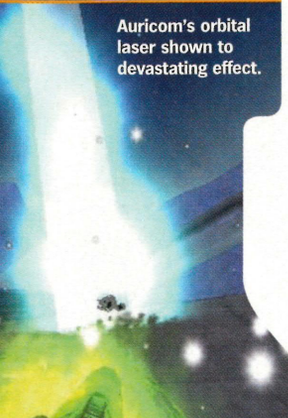
One more lap to go and still in 12th position.

Courses take on a whole new sense of danger when raced in reverse.

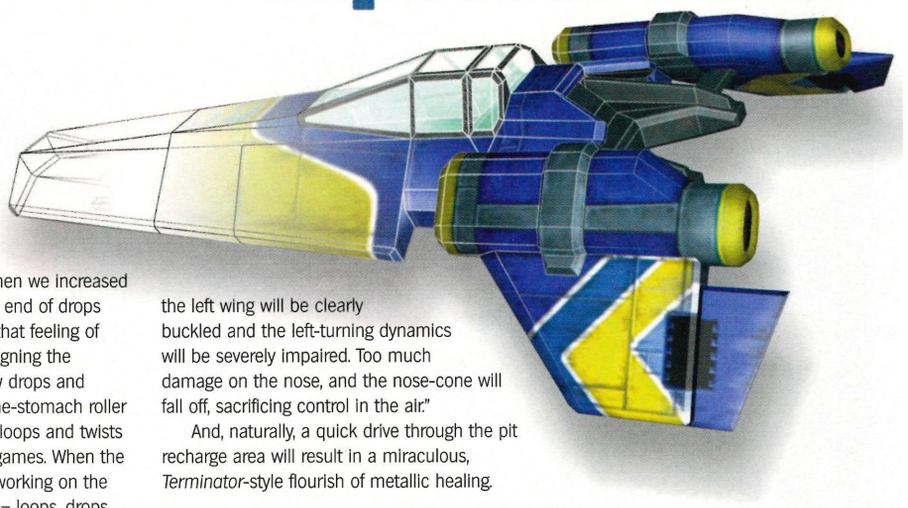




Clemens Wangerin, Studio Manager for the *Fusion* project.



Auricom's orbital laser shown to devastating effect.



One of the later, more advanced tracks features a gut-spinning vertical drop linked to an immense reverse loop. Francis claims the roller coaster chic was there from day one. "The difference between *WipEout 1* and *2* was speed. When we increased the speed, we found that the ship would just hammer off the end of drops and then nose-dive into the track below. Some people liked that feeling of having to pull back to correct in midair. When we were redesigning the dynamics for *Fusion*, we kept the leap effect, but added a few drops and twists where the ship 'sticks' to the track, to give that pit-of-the-stomach roller coaster effect. Once we had that working, the idea of adding loops and twists came naturally. It wouldn't have been possible in the PSone games. When the artists were designing the levels, the programmers were still working on the craft dynamics. So, a lot of the artists' more outlandish ideas – loops, drops, leaps – often served as inspiration for the coders."

Probably the most thrilling advantage of being able to 'stick' the ships to the track is the new flip-pad. If the road ahead is a little congested or mine-littered, simply drive over the pad and your car will do a 180° hop up and sail right over the blockage.

3. SPEED WITHOUT FRONTIERS

A big issue with *WipEout Fusion*'s predecessors was that the speed got ridiculously fast, often faster than a human could handle. What if the capacity for speed was limited only by the player's skill? And maybe showcased with, say, a special nosebleed-level 'speedway' track?

"We can do better than that," says Francis, and Burrows calls up 'Zone' mode – an entirely new challenge where the player controls a ship on constant accelerate with no brakes. The speed gets faster and faster, and the longer you last, the higher the score clocks up. There are special multiplier bonuses for shield energy, hitting all the speed-ups, perfect laps and so on.

Francis claims that it's the mode that the designers most frequently play against each other. "The idea came from *Tetris* – the way the blocks fall faster and faster. It's theoretically infinite, but eventually, it just becomes too fast to cope with. The only question is – what 'level' can you reach? I'd say that you could probably hit around 3000kph in Zone mode."

4. MORE CHARACTER

Although the ships, weapons and logos looked very good, there was no feeling that the companies were separate entities. It is easy for computer-controlled cars to just roll on by, glued to their fixed racing lines with little individualism, no reaction to shunts and no sneaky manoeuvres. Could we see a little soul in *Fusion*, perhaps?

This time, the other drivers all come with their own looks, backgrounds and driving styles. At opposite ends of the scale are Ms Natasha Belmondo – lead pilot for Xios, daughter of the inventor of anti-gravity racing – and Omarr Khumala – lead pilot for Tigron. He's bad. He drives a specially customised, Ben Hur-style 'Bull' craft designed for ramming.

A grudge system has also been included giving the single-player game a little multiplayer-style spice. "If you eliminate someone in a league race," says Francis. "They will remember you in the next race. The more eliminations, the trickier the races get. The eliminations give you impressive bonus points on top of your tally for high finishing places also." For example if Khumala is unlocked it makes everything more difficult as all the other pilots will go out of their way to get him – and you, for unlocking him. Not fair, but more fun.

5. BETTER DAMAGE ZONES

In previous *WipEout*s, the only reference for imminent destruction was the impossible-to-keep-tabs-on damage gauge. So we want a damage control system that's easy to monitor.

And according to Burrows our wish has been granted again, "All of the ships have several damage zones. If you take too much damage on the left, then the left wing will be clearly buckled and the left-turning dynamics will be severely impaired. Too much damage on the nose, and the nose-cone will fall off, sacrificing control in the air."

And, naturally, a quick drive through the pit recharge area will result in a miraculous, *Terminator*-style flourish of metallic healing.

//"People ask us what the new music will be. Is it The Chemical Brothers? The Prodigy?" Clemens Wangerin, Manager//

6. DON'T CHANGE THE MUSIC

It's still sweet to cherish a racing game that will never feel the need to turn to rep-friendly Blair-rock. Stereophonics? Travis? Say it ain't so.

"Definitely not," says Wangerin. "People keep asking us – what music is going to be in it? Chemical Brothers? The Prodigy? Well, we did all of that back in 1996. It's still going to be very much in the techno/progressive house vein, but the main thing is not to worry about, say, Underworld being in there somewhere. It has to be right for the game."

"Yeah, there's nothing signed up yet," adds Francis. "But, the main goal is to find high energy music that enriches the play. We review tracks by playing them in-game. If they start to feel bigger than the game, they get dropped, even if it's a massive name and the marketing department have a gun to our head. The game comes first, and the music's job is to enhance the gameplay. Also, we want to put together a good album in itself. I want the track listing to be so good that people would buy the game for the music alone."

7. A WARMER LOOK

The slick futuristic designs of the past meant that a lot of the humanity was lost out of the games, although your pilots were human, a more robotic, mechanical feel was conveyed. Our final wish then is to fill out some of the ultra-arch minimalism and give first-timers a friendly hand to ease themselves in.

From the beginning, the look and feel of the series has been handled by the Sheffield-based design agency Designer's Republic. *Wip3out* was presented via some particularly fierce lateral graphic design. *WipEout Fusion* owes its more unselfconsciously videogamey look to new boys Good Technology.

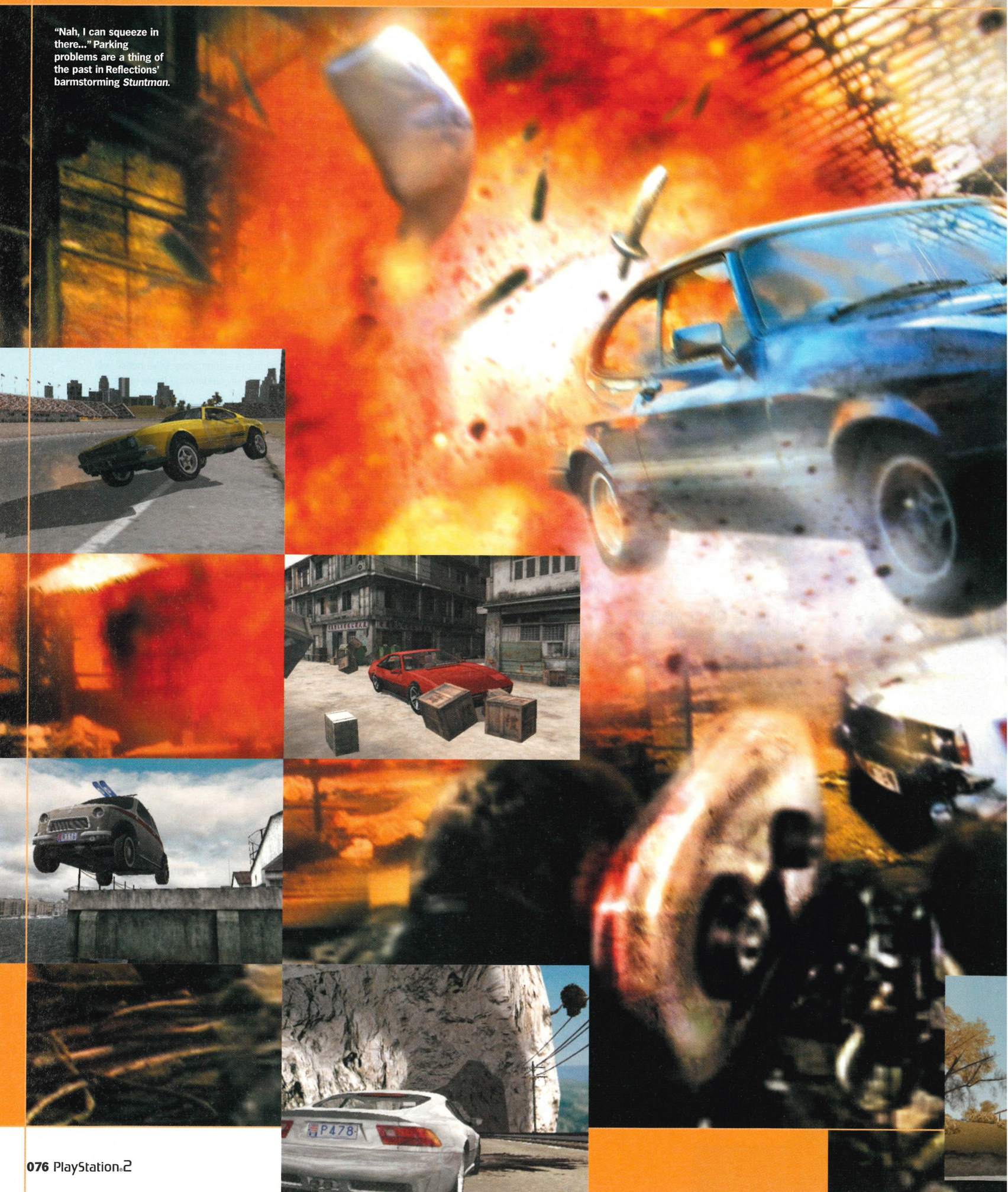
"We were getting the impression that people thought that Designer's Republic actually designed the games," says Francis. "With the original *WipEout*, they came up with the team identities, a lot of the more iconic visuals, they designed a few print ads... This time, we pitched three new agencies and Good Tech seemed to have the strongest grasp on it. They revamped the team and ship iconography, they did the weapon icons, the team logos... Again, we wanted to keep that sense of an entirely new generation game for the series – not just another gradual progression."

AND NOW TO PLAY...

So not only have our wishes been pretty much granted, but *WipEout Fusion* plays beautifully too. It's slicker, it's faster, the graphics are sharper, there's more of everything and it's rammed with glorious set-pieces (best so far being a swooping dash through a rocky desert corridor, with the leading ships whipping up a blinding sandstorm wake). Be advised – this IS *WipEout 1.5* (absolutely everything has been ramped up to the z-th degree, with all of the PS2 de luxe trimmings) but it's also been rebuilt so that it feels like a new game. It's a brilliantly realised mix of old and new. *Fusion*. Good title.

Cynics will still ask, how, despite all of the well-targeted PS2 wonder, can Studio Liverpool hope to repeat the legendary, hand-in-hand feel that the original *WipEout* had with the PSone? How do you convince the unconverted that a PS2 without *WipEout Fusion* is like a gun without ammo?

"It's much harder now because there's more competition around," argues Wangerin. "When PSone launched, everything was new and stood out. With a new, fairly familiar machine, there's a fight for attention. Before we went to E3, we were apprehensive – wondering whether or not we'd done enough to make it a 'different' game while keeping the *WipEout* hardcore firmly on-board. But the reaction we got there convinced us we were on the right track. There's something about The *WipEout* Experience which makes it accessible, yet still appeals to hardcore racing game fans. The deeper you get, the more the challenge there is. There's a real sense of – are you good enough?" □



"Nah, I can squeeze in there..." Parking problems are a thing of the past in Reflections' barmstorming *Stuntman*.

WORDS: SAM RICHARDS/PHOTOGRAPHY: MARTIN BURTON

DON'T TRY THIS AT HOME...

From *Destruction Derby* to *Driver*, Newscastle-based developer Reflections has always been obsessed with car crashes and crumpled chrome. Now its smashing new PS2 project *Stuntman* is set to make standard first-past-the-post race games look extremely pedestrian. *OPS2* investigates.

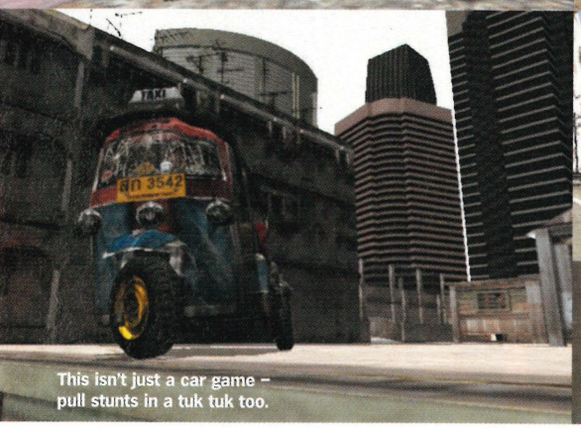
The video, evidently obtained at a Tyneside car boot sale, is entitled *World's Wildest Daredevils*. Our commentator, one Spanky Spangler, chuckles with sinister glee as Brian 'King Of Crash' Carson piles nose first into the row of upended junk cars he was meant to clear after his knackered Dodge could only make 70mph in the run-up. Eventually, Carson staggers from the wreckage and waves meekly to the crowd before being ushered into a waiting ambulance. "People have died attempting this stunt!" Spangler informs us, breezily.

Next, a clearly insane Frenchman with a handlebar 'tache proceeds to demonstrate the art of the low barrel roll – in a convertible. This is what passes for light entertainment round Reflections' way. Martin Edmondson and his ever-expanding development team are auto-addicts – but not in the same, reverent way as Kazunori Yamauchi. No, Reflections likes to take classic cars and then see them battered to death.

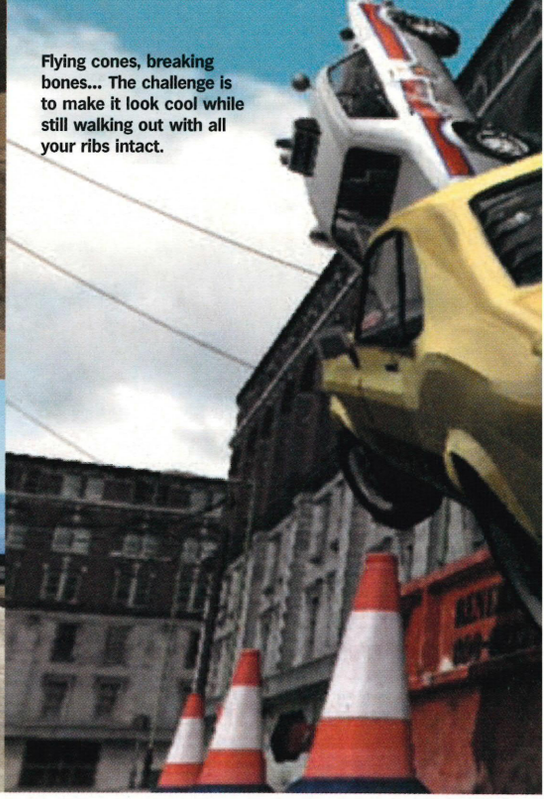
As for those lunatics that sit behind the wheel, well, no-one with a full set of marbles would ever try to emulate the antics demonstrated in the *World's Wildest Daredevils*. That's why we love to get our vicarious kicks through videogames.

JUST LIKE THE MOVIES

Reflections' first PSone effort was *Destruction Derby*, a game based on hilarious bouts of chrome carnage and auto endurance. The studio then created the landmark *Driver* series, inspired by classic car chases from Seventies cinema. *Stuntman* distils the essence of *Driver*; its screeches, leaps, rolls and smashes all the way, but without any of that tedious navigation business.



This isn't just a car game – pull stunts in a tuk tuk too.



Flying cones, breaking bones... The challenge is to make it look cool while still walking out with all your ribs intact.

//You're reminded of the power you felt when you first pulled a handbrake turn in *Driver*//

Whereas *Driver* was a movie, punctuated by the consciously clichéd cut-scenes that an action thriller demands, *Stuntman* goes behind-the-scenes on set. It's a clever concept that casts the player as a professional Hollywood stunt driver and therefore allows you to handle all kinds of vehicles in films of almost every different genre.

You begin in a low-budget London gangster flick driving approximations of Capris and Cortinas. The movie's feel is gritty rather than gratuitous so the stunts are less spectacular than those encountered later in the game. Nevertheless, you're immediately reminded of the sense of power you felt when you first pulled a handbrake turn in *Driver*. In fact *Stuntman*'s control system is identical to *Driver*'s, so veterans of Reflections' PSone games will instantly feel at home. The very first stunt your director will ask you to perform involves a burnout away from a bank (yes, you're the getaway car) and an outrageous handbrake corner in a narrow alley.

When observing the making of actual movie productions, including Martin Scorcese's forthcoming *Gangs Of New York*, Martin Edmondson realised how little of any car chase scene could be filmed in one take. Obviously the stop-start nature of a real movie stunt driver's commission would make for a frustrating game, so Reflections has stretched reality a little. Early in the game you'll only be asked to perform two or three stunts back to back, but by the end you'll be linking up to twenty stunts together for the length of a typical *Driver* mission. Finales are fantastic – you'll conclude each mission by slamming into a fruit stand, or bursting through a flaming barn door for example.

What Edmondson *has* assimilated from his movie set experience is a knowledge of camera placement. These will be positioned at crucial points in each environment and the idea is to play to the cameras for maximum effect. The closer your back end swings out towards the lens, the more points you'll get for the stunt. However, if you overshoot and send the cameraman flying, you'll probably end up on a manslaughter charge.

Before each mission you'll be given a fly-through of the set, pointing out the exact location of each camera. As missions become longer, it'll get more difficult to remember exactly which stunt you're required to pull next, so a system of simple icons has been created which flash up on the screen to guide your way. You'll also have the director screaming in your earpiece.

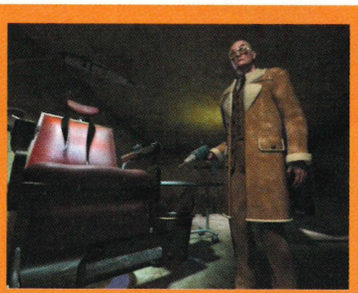
THE UNKNOWN STUNTMAN

For *Driver* fans, *Stuntman*'s potential turn-off is its lack of freedom. There's no choice of routes, no alternate interpretations of how you approach a particular stunt. You're destined to follow your director's instructions – the goal is perfection, not variety. Still, with a percentage success rating for every stunt, the replay value is huge.

And if it *is* stunt creativity you want, it's time to visit the Motorplex Arena. Successfully complete your film set missions and you'll unlock constructions with which to build the kind of stunt daredevil's playground that would have Brian 'King Of Crash' Carson doing cartwheels. All the ramps and obstacles you could wish for can be unlocked by attaining high scores in the Stunt

TRAILER PARK

The appeal of editing your replays in *Stuntman* is huge. Once a level is completed you'll be able to watch your in-game stunts spliced between FMV cuts, with the finished product playing exactly like a movie trailer. This is where Reflections' love of cinema comes into play – the sensory assault of your typical action movie trailer has been both convincingly portrayed and affectionately parodied. Each film has been closely based on an existing genre, allowing the game's scriptwriting team to have fun with those stereotypes. These are the potential blockbusters in which your daring stunts will feature.

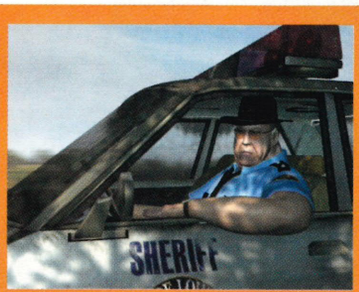


TOOTHLESS IN WAPPING

☐Loosely based on: ***Lock, Stock & Two Smoking Barrels***

☐Vehicle of choice: **Knackered Seventies sports car**

☐Geezers abound in this London gangster flick where the bower is caused by a couple of chancers called Ray and Vince. Punishment is duly metered out by a menacing bald kingpin named The Dentist.



A-WHOOPIN' AND A-HOLLERIN'

☐Loosely based on: ***The Dukes Of Hazzard***

☐Vehicle of choice: **American muscle car**

☐Those good ol' boys have done got themselves in trouble with the local sheriff in their backwoods Louisiana hometown again. Unfeasible leaps over lakes and through moving trains are inevitable.

Driver mode. Ever wanted to leap a fleet of flaming trucks in a flying Mini? Your wish is *Stuntman*'s command. Although no-one's guaranteeing you won't crash and burn.

Your stunt constructions can be built in much the same way as the skate parks in *Tony Hawk's Pro Skater*, so it's simple to drag and drop ramps into the required position. The Motorplex Arena gives you the freedom to pull any kind of stunt with any vehicle available, but mini-games with specific objectives can also be unlocked.

Stuntman is all about destruction, so it's paramount that the game's vehicles react to damage in a realistic manner. The insides of each car are as lovingly modelled as the exteriors and it won't take long for you to dislodge a bonnet, revealing the engine beneath. Smash the windscreens and you'll have a fine view of those patent leather seats. Push your car to its physical limits and you'll eventually be left with nothing more than a blackened shell of the kind that regularly decorate Cardiff council estates.

Understandably, given the workout you'll be putting your vehicles through, named manufacturers have distanced themselves from the game as they did from *Driver* before it. To compensate, Reflections has designed a collection of vehicles that bear many resemblances to real-life models without arousing the ire of the copywright lawyers. Remember, we're not just talking about cars; it's at least as much fun to wreck a jeep or a tanker as it is an Aston Martin.

It's the mangled wrecks and flying body parts that'll make *Stuntman* a success. It means that even when a stunt goes wrong and you end up horrendously flipping your car before impaling it on a pylon instead of landing cleanly on the warehouse roof, there's always enjoyment to be had. Given that it's only a game, you get most of the thrill with none of the risk. That means you won't be left counting your legs to see they're both still there as Spanky Spangler goes on chortling in the background. ☐

Q&A

MARTIN EDMONDSON

The founder and Creative Director of Reflections confesses to a fetish for Ford Torinos and twisted metal.

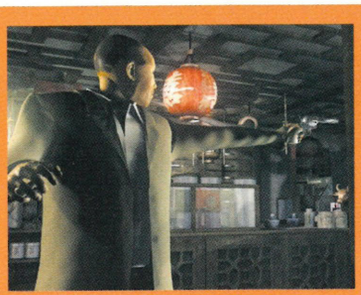
What's wrong with a making nice polite racing game where the fastest man wins and nothing gets broken?

I've never been keen to follow the crowd. Car games will always be popular, but I don't see what the point is in owning more than one F1 game for example. There are so many racing games out for PlayStation 2 already but really the only one you need is *Gran Turismo 3: A-spec*.

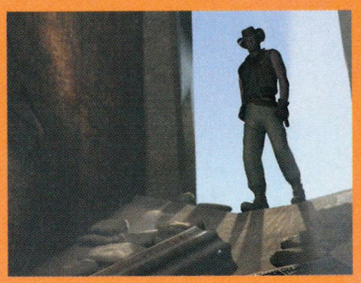
Are you a true petrol head?

I am enthusiastic about cars, but for me it's more cars in movies, car chases and car smashes. When I was a kid my father used to take me to demolition derbies, that's how my fascination was formed. I was always the first to hop over the fences after the action had finished to examine the debris lying on the course. I just have a weird attraction to bending metal.

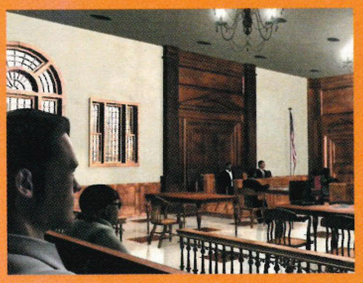
I remember being allowed to stay up late to watch the opening credits of *Starsky & Hutch* where that black car gets chased around in a circle by the Ford Torino. I was too young to ever watch the whole programme at the time but the car chase is etched in my memory. Obviously I loved *Smokey And The Bandit*, *Hooper*, *The Dukes Of Hazzard*... I used to watch for stuff that most people probably weren't concerned with, like how the back ends of the cars swung out, how the suspension would buckle when they landed. I've got a book about the making of *The Dukes Of Hazzard* on my shelf here. It tells you how they managed to smash up over a hundred cars in the programme's lifetime.



BLOOD OATH
☐Loosely based on: ***Hard Boiled***
☐Vehicle of choice: **Tuk tuk**
☐A gang thriller set in Bangkok's seedy backstreets and moody noodle bars. Expect plentiful slo-mo shootouts in dimply-lit dives lined with ladyboys as you make the getaway on a three-wheeler.

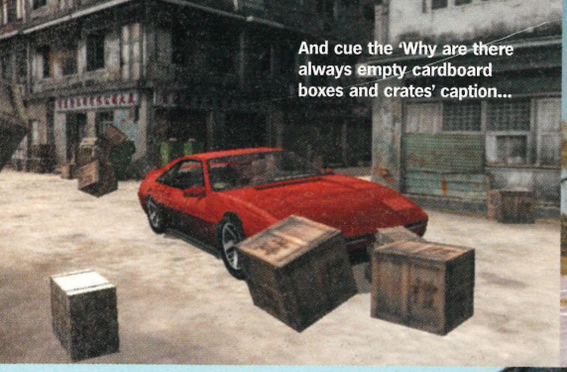


THE SCARAB OF LOST SOULS
☐Loosely based on: ***Indiana Jones And The Raiders Of The Lost Ark***
☐Vehicle of choice: **WWII military jeep**
☐Reluctant archaeologist hero Dakota Scott (geddit?) plunders the pyramids in order to lay his hands on ancient artefacts before the Nazis turn up. Too late! Time to hotwire that Jeep...

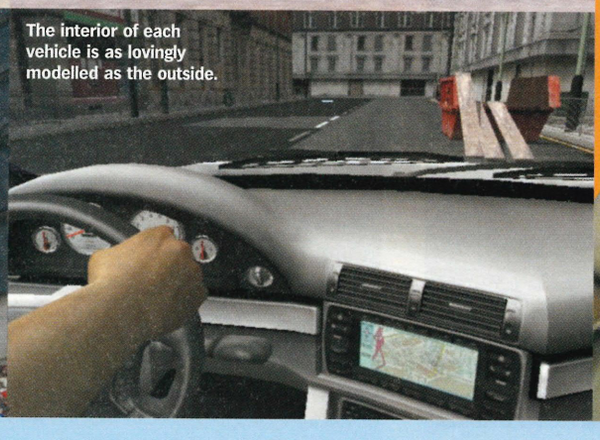


THE 'POLITICAL THRILLER'
☐Loosely based on: ***Patriot Games***
☐Vehicle of choice: **Skidoo**
☐No confirmed title yet for this typically convoluted wrangle probably involving some heavy-jawed US Government official chasing down anti-Nato terrorists on his snowmobile.

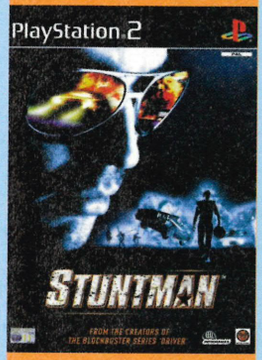
THE 'BOND FILM'
☐Loosely based on: **Every Bond film ever**
☐Vehicle of choice: **Something very similar to the Aston Martin DB7**
☐With a plot that could easily pass for *Never Say Diamonds Live Twice*, a role in this plush action smash forms the pinnacle of your stunt driver's career. Monaco is your venue, so live it up.



And cue the 'Why are there always empty cardboard boxes and crates' caption...



The interior of each vehicle is as lovingly modelled as the outside.



EXTRA, EXTRA!

The *Stuntman* DVD aims to give you much more bang for your buck

In what is becoming a trend for PS2 games (see also *Spyhunter* and *SSX Tricky*) the *Stuntman* disc will include some DVD-style special features. Expect to see an interview with real-life stuntman and stunt co-ordinator Vic Armstong, who is acting as a consultant to Reflections on the game. Vic most famously doubled for Harrison Ford in the *Indiana Jones* films, and has also worked on *Return Of The Jedi*, *Total Recall*, *Tomorrow Never Dies* and *Charlie's Angels* among many others.

Also to feature on the DVD is a documentary focusing on Reflections and the making of the game. So that's the making of the game that's about the making of a film? *OPS2* is already working a feature about the making of the documentary about the making of the game that's about the making of a film. Cheers.

So when you reached 17, did you spend every night in a Tesco car park impressing the girls with your handbrake turns?
No, I used to go bombing around country lanes and farm tracks in my Audi Quattro, scaring the horses. I organised my own destruction derby once. We all went out and bought £50 Ford Escorts from a scrap dealer and tore around a field until the cars stopped working.

How do you go about recreating that kind of experience in a PlayStation 2 game?
We spend a long time on the physics. The handling has got to feel absolutely right, otherwise the game won't be convincing. In *Stuntman* you'll notice that a fractional change in the way you approach a ramp will result in a totally different tumble. It's difficult to program that variety, but you've got to get it spot on because that's how it works in real life.

How did you get the idea to make a game that explored the mechanics of setting up a stunt as much as it glorified the stunts themselves?
I've always been intrigued as to how these things were done, like the use of compressed hydrogen cannisters to fire driverless cars into a roll across the freeway. It's been interesting to watch a lot of those extra features that you get on a DVD movie. There's a good 'making of' documentary on the *Ronin* disc.

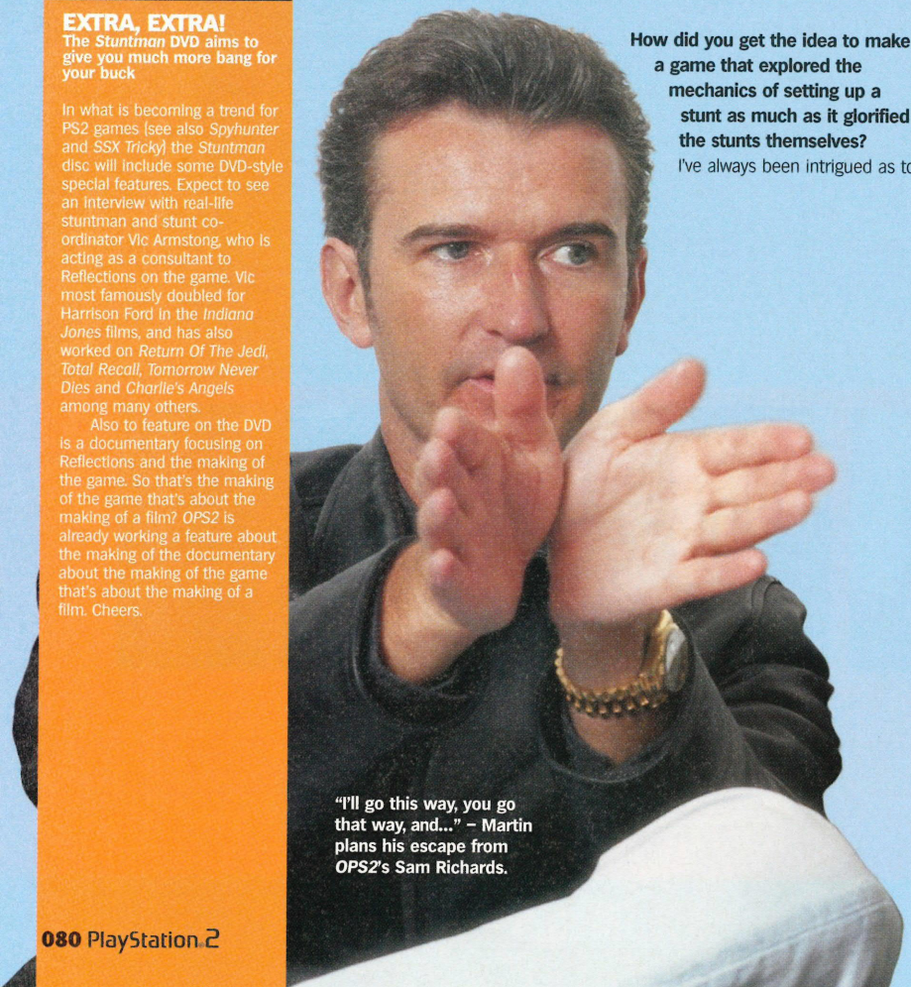
We were lucky enough to go on-set on a couple of productions. We observed the making of an episode of *A Touch Of Frost* that featured a car chase, and then we went on the set of Scorcese's new movie *Gangs Of New York*. Obviously there are no car chases in that, but the filmmaking process is fascinating. It's amazingly fragmented. A car chase scene is literally put together a few seconds at a time, and it can take days. Obviously you couldn't possibly have a game that represents this process realistically. So we face an issue that's very much like the last scene of *Hooper* – which is a film about a stunt driver. There's a five-minute stunt sequence filmed in one take, which is completely ridiculous. But the action had to be made entertaining for the audience to watch.

How long have you been working on *Stuntman*?
Probably about two years already. But it's difficult to put a start date on it because a lot of time at the beginning was spent wrestling with the PS2 dev kit. We actually threw away the first rendering engine we wrote for PS2 because it wasn't fast enough. We learnt a lot, but it was still about six months work that ended up in a cul-de-sac. Thankfully, there was no pressure on us to get a game out at launch, but I didn't want to waste the idea of *Stuntman* by bashing out a substandard game.

Do you feel that the name 'Reflections' is now recognised as a stamp of quality videogames?
Within the hard-core gamesplaying audience, yes. In the mass market there just isn't that association between the game and the people who make it. We've got a long way to go before developers are treated like authors or artists in that respect.

Tell us something about *Driver 3*.
I can tell you that we're making it. We've got half the studio working on it right now. But *Stuntman* won't be out until next May so you won't see *Driver 3* for a while after that. □

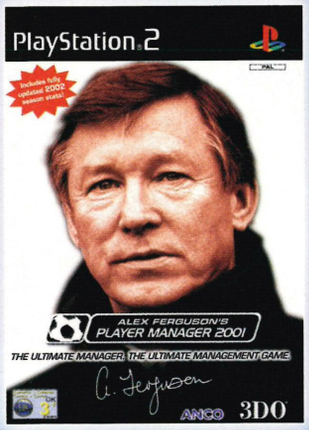
//"We bought £50 Ford Escorts then tore around a field until they stopped working"//



"I'll go this way, you go that way, and..." – Martin plans his escape from *OPS2*'s Sam Richards.

HMV

seriouslyaddictive...

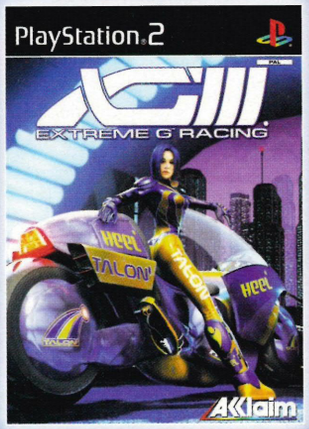


© 2001 Anco Software Ltd. All rights reserved. Published by 3DO Europe Limited. Player Manager is a registered trademark of Anco Software Ltd. 3DO and the 3DO logo are trademarks of The 3DO Company in the US and other countries. All other trademarks belong to their respective owners.

Alex Ferguson's Player Manager 2001

Featuring the 2002 new season stats and over 10,000 players, there's also a new 3D match engine where you can watch your tactical expertise come to life. Incorporating brand new easy to use menus allowing greater flexibility whether training, playing, dealing in the transfer market or setting your strategy. Sir Alex has worked closely with the development team to make *Alex Ferguson's Player Manager 2001* the most realistic and in-depth football management game ever.

Out Now

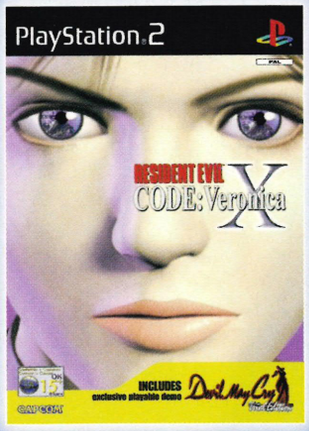


Extreme G3

Extreme G3 takes players on a gravity-defying race over massive tracks that range from beneath earth's surface right up into the boundaries of space. After climbing onto one of 12 super-charged and fully armed bikes and engaging the protective shield, players are ready to begin the ultimate racing challenge. Featuring a huge array of futuristic weapons, intense special effects and a selection of twisting tracks that lead you on an adrenaline fuelled frenzy through futuristic cities and into the gut-wrenching heights of the upper stratosphere.

"Sci-fi racing at its most spleen-crushingly intense - welcome to the future" 8/10 Official PlayStation 2 Magazine

Out Now



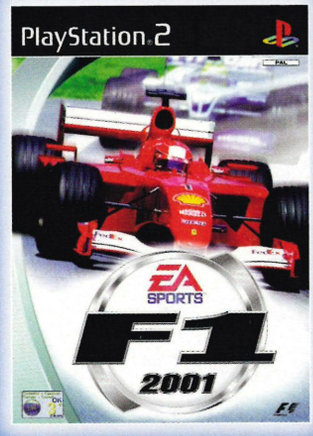
© CAPCOM CO., LTD. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO.LTD. RESIDENT EVIL is a trademark of CAPCOM CO LTD. ALL RIGHTS RESERVED.

Resident Evil Code: Veronica X

Regarded by many as the finest *Resident Evil* game yet, *Code: Veronica X* is survival horror at its greatest. Set two months after the events of *Resident Evil 2*, puzzle solving and nerves of steel are required as you take on the role of Claire and attempt to solve the mystery surrounding her missing brother. The game is the first of the franchise to feature 3D environments that make for dynamic camera movements that intensify the tension and panic. Also includes exclusive playable demo of the forthcoming smash *Devil May Cry*.

"The pinnacle of survival horror." 9/10 Official PlayStation 2 Magazine

Released 14th September



© 2001 Electronic Arts Inc. All rights reserved. "Formula One", "Formula 1", "F1" and "FIA Formula One World Championship" (together with their foreign translations and permutations) are trademarks of the Formula One group of companies. An official product of the FIA Formula One World Championship licensed by Formula One Administration Limited. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

F1 2001

Battle for position at every sweeping bend, high-speed straight away, and hairpin turn within the world's most glamorous sporting arena. From Monaco to Monza, take on the most intelligent and daring racers to hit the Formula One circuit. The circuit comes to life with fully interactive pit stops, roaring crowds, a buzzing grid, driver animations and a full spectrum of driving conditions, including torrential downpours and other mid-race weather changes. Add the official 2001 FIA Formula One World Championship license and *F1 2001* is poised to reach new milestones in motor sports gaming.

Released 28th September

All titles subject to availability at participating stores only.

buy online at www.hmv.co.uk

topdogforgames

buy now from over 100 stores nationwide or 0870 5 33 45 78

Elise returns to the piste for *SSX Tricky* alongside eight new boarders and a whole host of extras.

BETTER THAN SSX

WORDS: SAM RICHARDS

Snowboarding sensation *SSX* is still the best game available for PS2 – FACT! – and it just got better. Originally touted as a mere add-on, *SSX Tricky* has evolved into a full-blown sequel complete with colourful new characters, radical overhauls of familiar courses and breathtaking new 'über tricks'. *OPS2* shared a chicken salad with EA Canada's developers promising another white Christmas.

Think back to the PlayStation 2 launch almost a year ago. Which of the games that you bought then are you still playing now? Probably not the limited *Ridge Racer V. Tekken Tag Tournament* has surely been hammered to death. And *TimeSplitters*' Single-player mode lost its lustre a long time ago. But can you resist just one... more... go... on *SSX*'s Pipedream course? What if your best mate tells you he's just beaten your all-time high score? Thought not.

Once the darkest of dark horses, *SSX* is now the game that defines the PlayStation 2 experience. Blindingly fast and impossibly cool, *SSX*'s thrilling immediacy is obvious, and yet it still begs for plays months after all the characters and courses have been unlocked. All this from an EA Canada studio previously renowned for churning out those annual *FIFA* updates...

"I didn't expect that game to become as culturally *important* to PS2 as it has been," says Steven Rechtschaffner, *SSX*'s Executive Producer and the man we can thank for inventing the game concept in the first place. "I'm surprised at how different players have approached *SSX* in different ways. Some people play and never race, some people play and never show off, it's become very personal to a lot of PS2 owners."

TO THE EXTREME

It is one of gaming's great recent success stories that a team consisting largely of alumni from the *Triple Play Baseball* series could create such an important title. But Rechtschaffner himself has a history in the emerging world of extreme sports that marked him out as the ideal man to put snowboarding on PS2 with such panache.

As well as once being the captain of the US freestyle ski team "a long, long time ago, back when it was a far milder sport," he ran the marketing department of Swatch for a year during which time it was one of the first companies to get involved with extreme sports sponsorship. If those weren't credentials enough, Rechtschaffner also lays claim to inventing the whole discipline of boardercross itself.

"Back in 1991 I was producing a TV programme called *World Of Extremes* for the Fox Network, which was probably the first extreme sports show on TV. We had one segment left to shoot and we didn't have a sport. I'd had the idea for a while to create a snowboarding event that better encompassed what the sport was about, namely jumping, riding banks, freestyling and having fun. So I designed a course that was then built in Whistler [British Columbian ski resort] and boardercross was born."

Rechtschaffner subsequently moved to EA Canada where he worked on *Madden NFL* and the aforementioned *Triple Play Baseball* series, but the extreme end of the sports spectrum continued to call his name. *SSX* was naturally based loosely on the boardercross discipline but Rechtschaffner wanted to use the freedom of the digital format to "evolve the sport of snowboarding faster than it could evolve itself. Making a sports simulation is

Increased depth of characterisation means that there are consequences each time you shove an opponent.

challenging because you have to work within preset parameters, but for me it's more creatively rewarding to see how I can amplify the essence of that sport in a fantasy environment."

Some pro snowboarders have reacted unfavourably to *SSX* given the outrageous nature of the tricks at hand. If you imagine how most of us would view *FIFA* if all players were allowed to score with overhead kicks from the half-way line, you can kinda see their point. Luckily, animosity from the snowboard community of which he was once a part hasn't fazed Rechtschaffner one bit.

"I think it's like the pop song you hate to admit that you love. You don't want to like the song, you know it's not cool to like the song, but there's nothing you can do because it's so good. So *SSX* is a pop videogame. Better than that, it's a pop videogame with lasting value."

//Each character starts a race as either a buddy or rival. One will knock you, the other will avoid you//

SSX MAD

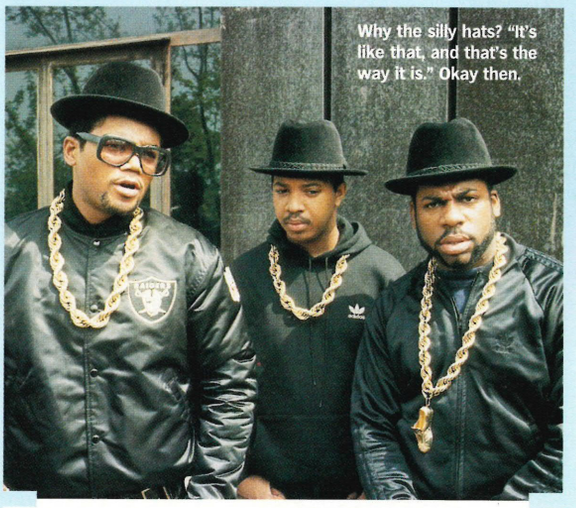
Details of what was to become *SSX Tricky* first emerged early this year under the name '*SSX DVD*'. The working title referred to the fact that the original *SSX*, being a PS2 launch game, was only issued on CD. Rechtschaffner takes up the story.

"We had never planned to make another title in 2001, but EA was concerned about maintaining a prominence for the *SSX* brand for when new users are expected to gravitate to PS2 in the autumn. The original solution was to release a kind of a 'director's cut' of *SSX* but once the ideas started flowing, we realised there was enough to make a whole new game."

Thankfully what could have been little more than a reissue designed to grab the attention of autumnal PS2 virgins, has now become a game that every *SSX* fan will need to own.

Two entirely new courses are included (see Course It Is) but crucially, all the old favourites return, having been significantly restructured and revamped. Snowdream, always good for a rapid trick fix, has now become a grinder's paradise. A whole new network of rails and ledges practically scream for you to link tricks and grinds into stupendous combos. Mesablanca returns boasting breathtaking new short cuts. Tokyo Megaplex, something of an anti-climax in the original game, has been radically overhauled. The ratio of ramps and obstacles was severely miscalculated on the original incarnation of the pinball-themed course, but a whole new dimension has been added. The Megaplex now comes replete with a network of intertwining flumes that twist through the air metres above the main thoroughfare. Even Untracked will seem like a whole new experience, with many more options on how to plot your course through the tranquil virgin snow.

Despite all these alterations, some *SSX* fans will probably wonder why the team hasn't just created a whole new set of courses. "There was a lot of feedback from players that asked for the same tracks to be improved for show-off play," Rechtschaffner responds. "It's actually more work to go back and renovate an old track than it is to build a new track. But we like the idea



Why the silly hats? "It's like that, and that's the way it is." Okay then.

PHOTO: PICTORIAL PRESS

IT'S TRICKY TO ROCK A RHYME

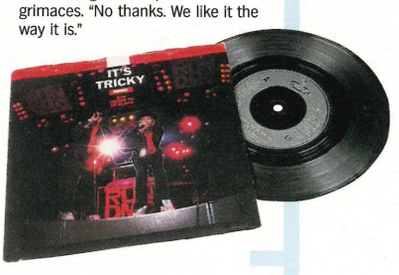
How Run DMC gave the *SSX* sequel its name.

"It was more a fluke than anything," admits Steven Rechtschaffner, *SSX*'s Executive Producer. "We were really struggling for a title and *SSX Tricky* was way down the shortlist at this time. One of my passions is DJ-ing and I like to scratch and fool around and make up CDs to listen to at work. I'm a fan of old skool hip-hop and one night I pulled out *It's Tricky* by Run DMC without even thinking about the game. It suddenly struck me as the perfect song because it's so anthemic."

Arguably the pioneering rap trio's finest single, *It's Tricky* dates from their 1986 album 'Raising Hell'. The track may be old skool, but it still undoubtedly sounds vital today. "First of all we asked Fatboy Slim to remix it, but he called back saying there was nothing he could possibly add to the original! Eventually we found a couple of copies of the vinyl in good condition, so we sent them down to Mixmaster Mike. He played around and came up with an hour-long scratch remix. What Mike does is amazing, it just blows me away. So the sections of the track we're using in the game are extracts from Mixmaster's Mike's cut-up."

The idea of the game's soundtrack shifting to reflect your performance is retained and expanded from the first game. This time around, when your trick boost is full and you start pulling 'über tricks', the track will be subtly dropped into the mix.

Mixmaster Mike himself contributes a brand new original track to *SSX Tricky* and other featured artists include the Plump DJs, Aphrodite, Hybrid and Rasmus – EA Sports is even planning to issue a stand-alone soundtrack CD. "People keep saying we should stick a more popular track on there," Rechtschaffner continues. "Something like Limp Bizkit." He grimaces. "No thanks. We like it the way it is."



Wonder why Kaori and Elise are back while Jurgen and Hiro get the boot? Exactly.

that it's a world circuit, that you'll go back to a familiar course a year later and things will have changed."

"The courses have been redesigned to be more rhythmic," he continues. "Every piece of scenery should make you curious as to whether you can grind it or smash through it to access a short cut. There are many more layers to the onion this time around."

TRICKY BUSINESS

When overhauling the game, the development team has placed more emphasis on the show-off events because that's where it perceives *SSX Tricky*'s longevity lies. As well as the additional trick opportunities built into the courses, this means expanding the trick books to include all manner of stupidly-named stunts.

Best of all are the new 'über tricks', providing you with a new motivation to fill that boost bar. In the new screenshots you'll notice the word 'Tricky' spelled out above the boost bar. Well, once your bar is full you'll have the opportunity to perform an über trick, prompting a series of staggeringly speedy contortions from your boarder. Pulling an über trick isn't easy – you need to jump, grab and tweak in perfect rhythm. If you land the über trick successfully, one of the 'Tricky' letters turns red. Light all the 'Tricky' letters in one run and your boarder is primed for a super über trick. This will quite possibly make your brain implode.

All this trickiness is not to say that the development team has abandoned the racing dynamic. "The AI is more intelligent," Rechtschaffner assures us. "Before, if you got out in front early on you could really beat the pack. Similarly if you fell at the beginning it was almost impossible to catch the leader. There are usually other riders around you all the way this time."

And with other boarders zig-zagging across your racing line, things are going to get heated. That's why a complex system of loyalties has been implemented, with each character starting a race as either a buddy or a rival of your boarder. Rivals will try to knock you down whereas friends will go out of their way to give you breathing space. Shove a friend and they might get touchy. Shove a rival and they'll get madder than ever. Negotiating the personalities of your fellow racers is going to be almost as challenging as negotiating the jumps and obstacles of the course.

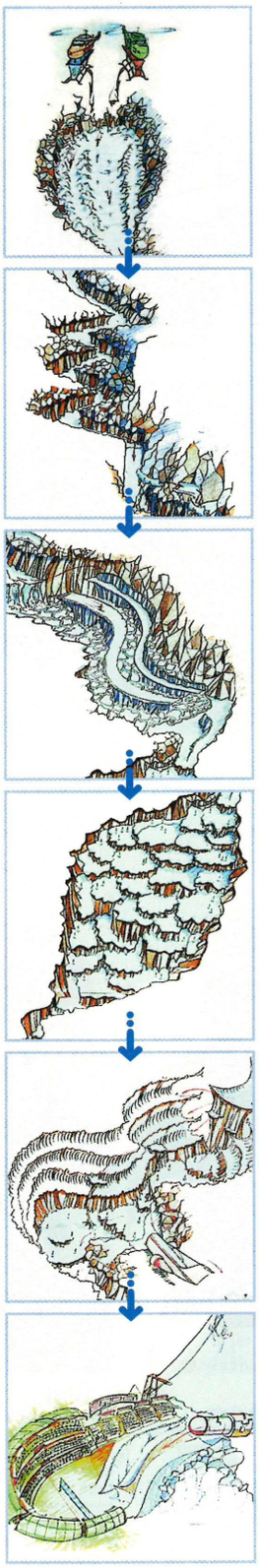
"We wanted to give players more of a reason to push and shove because that's kinda fun, and we've made it easier to do this time. Luther doesn't have much time for Eddie, so if you're playing as Eddie it might only take one shove before Luther comes after you, concentrating more on knocking you down than finishing his own race."

Epitomising *SSX Tricky*'s further emphasis on character development, albeit in a cartoon-style, a posse of famous film actors have been drafted in to provide the voices of Elise, Eddie, JP and pals.

"Some people would say, 'why are we getting in all these celebrities in to do voice-overs, is it just for PR?' In fact my real motivation was to employ actors with personality in order to help create better-defined characters. We had such a blast during the voice recording sessions, we tried to go for an improvisational feel and it worked out great. Hopefully we *can* announce the

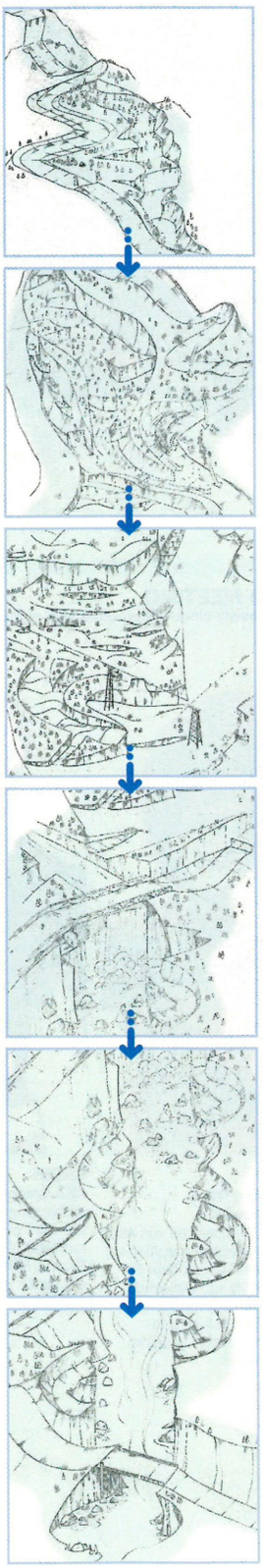
COURSE IT IS

Those two all-new *SSX Tricky* courses revealed.



GARIBALDI

An entry-level course designed for new users now that Snowdream's gone grind-happy. Despite its unassuming demeanour, Garibaldi boasts some huge drops, perfect for getting to grips with those new tricks. These clifftop plunges also demonstrate an impressive new graphical feature as boarders tumble through a blanket of fog.



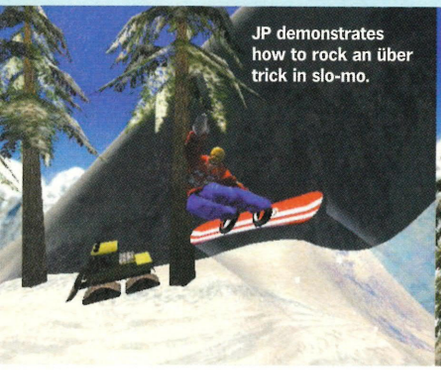
ALASKA

The new toughie in town challenges you to forget everything you know and learn it again from scratch. An icy giant's causeway, a perilous slide down the wing of a buried plane, an underwater tunnel and the invitation to attempt a prodigious grinding short cut between a series of huge electricity pylons. Feeling stoked already?

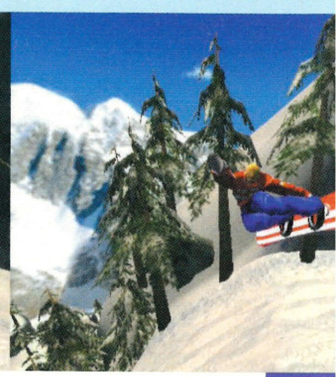
New lighting effects make those snowcaps glisten more than ever.

Innuendos are still plentiful in *SSX Tricky*, you'll be glad to hear.

Garibaldi may tame to *SSX* e but it boasts s huge drops.

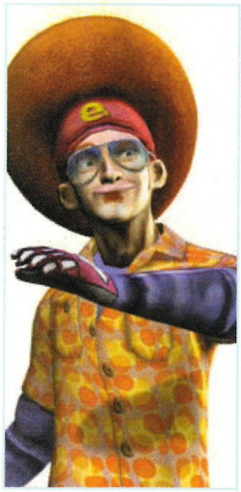


JP demonstrates how to rock an über trick in slo-mo.



BOARD MEETING

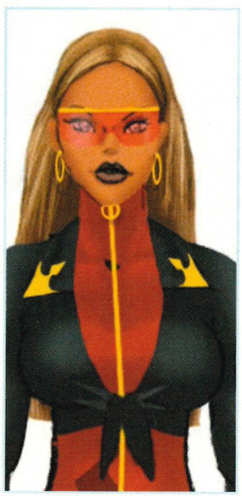
Meet the newly-elected representatives of the *SSX* council.



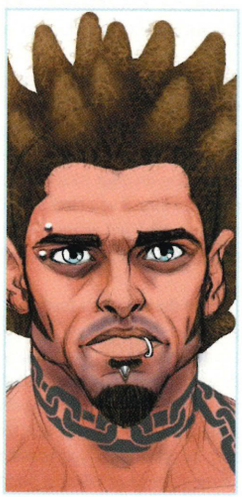
EDDIE
AKA Edward 'The Kid' Wachowski
The guy who wishes he was Afro Thunder makes the transition to the SSX World Circuit from the terminally silly sport of street luge. With a mouth as loud as his shirt, Eddie's bound to make friends and enemies in equal measures.

BRODI
AKA Broderick Case
Maintaining a state of extreme zen calm even in the most turbulent of circumstances, Brodi is *SSX*'s deep-thinker. He's even got a degree – in Marine Science, like you cared.

LUTHER
AKA Luther-Dwayne Grady
Beer gut leading the way, mullet flapping behind in the wind, Luther has somehow lost his truck and found himself on a snowboard. Still, now he's there, he ain't gonna take no shit from nobody. Knock down this bear of a man and he'll be back to bite you on the ass.

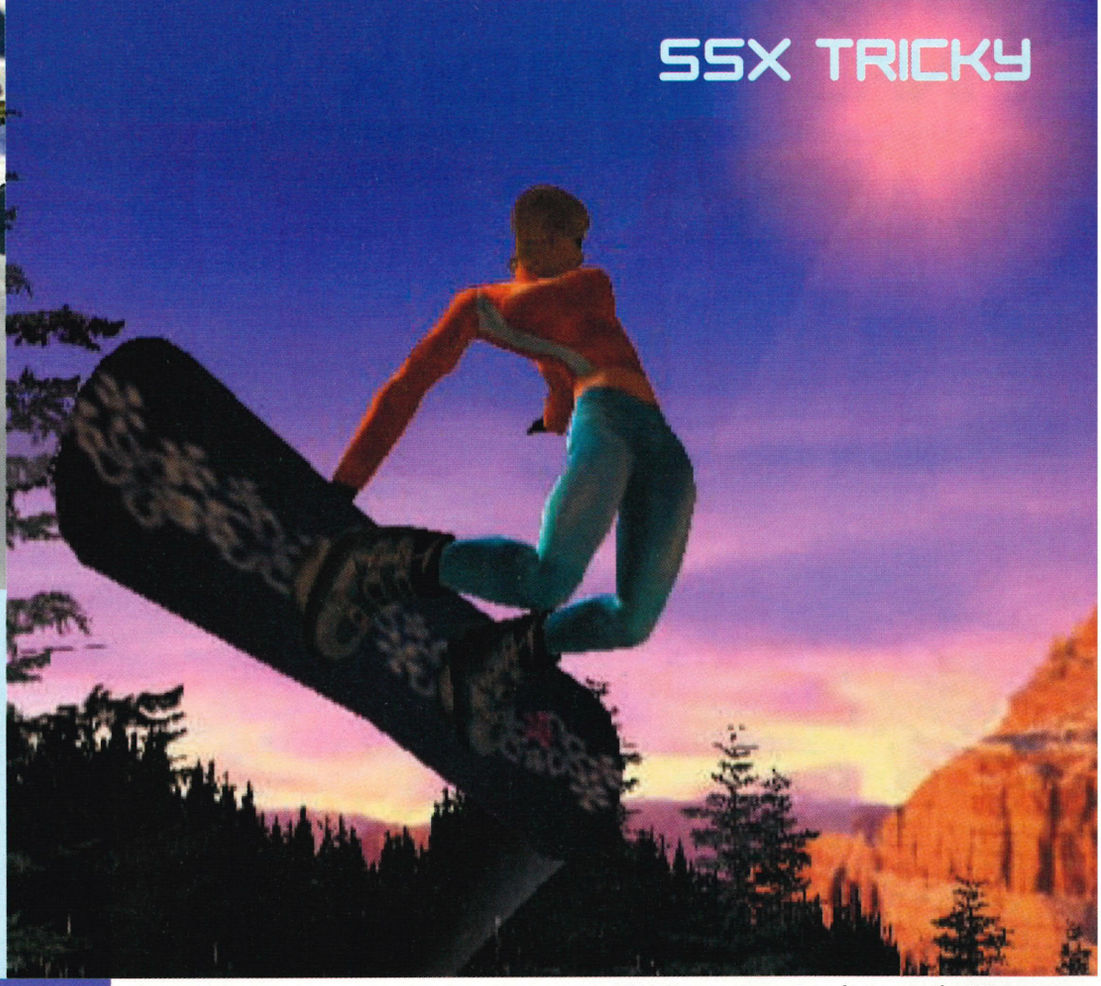


MARISOL
AKA Marisol Diez Delgado
Highly strung sexpot Marisol will apparently board all day and party all night if given half a chance. She'll also flirt with everything in sight but if things don't go her way, those temper tantrums are vicious.



PSYMON
AKA Psymon 'Sketchy' Stark
Erratic but single-minded, Psymon is a nu-metal dude who flagrantly ignores his mother's advice by refusing to don a jacket even in the coolest of climes. Once landed on a set of power lines, blacking out an entire district.

SEEIAH
AKA Seeiah Owens
A former inline skater from the East Coast. Bringing bling-bling to the slopes, Seeiah insists on wearing a huge fur collar even though it makes her look like a matchstick wrapped in cotton wool. With big purple shades.



Extra features on the *SSX* DVD will give you an insight into the making of the game.

Discover more 'grindable' scenery on the revamped courses.

actors involved real soon because I'm having a hard job not talking about it! I will say that if you saw all these people in a movie trailer, you'd think 'wow, that film looks really interesting.'"

One character whose voice actor can be revealed is 'mad for it' Brit racer Moby, aka EA Canada's ex-pat Marketing Manager Nick Malaperiman, whose transatlantic cockney swagger was so popular last time not even Dexter Fletcher could do better.

What fate became Hiro and Jurgen, the unlucky two squeezed out in favour of the new cast? "We like to say Hiro and Jurgen aren't coming back because they got caught up in this really bad accident. Maybe they'll show up in the future when they heal."

SSX-TRAS

One of the ideas that has survived from the days of 'SSX DVD' is the inclusion of extra video features on the game disc. One of these extras will be a *Making Of* documentary, for which Rechtschaffner's past experience in TV production comes in handy.

"We figured there's a lot of stuff we do along the way that people might find interesting. If you like the game you might be curious as to how we build the tracks or how we develop the characters or even which characters never saw the light of day. I have so many people ask me basic things, just like 'how the hell do you get the world in there!' so this is an opportunity to show them. I love looking at that kind of stuff on DVD films."

//"We like to say Hiro and Jurgen aren't coming back because they got caught up in a bad accident"//

This is still a novel concept for PlayStation 2 games (see also *Spy Hunter* and *Stuntman*) but expect it to become commonplace before long. It's just one of the many ways in which the *SSX* development team has sought to continue the pattern of innovation that lead to creating the most exciting game on PlayStation 2. There's no way that *SSX Tricky* was going to be a mere update, or even a mere sequel. People may be cynical wherever EA Sports and sequels are mentioned in the same sentence, but *SSX Tricky* should go some way towards changing that perception.

One last thing. *SSX Tricky* will again feature game tips on the loading screens, and again these will be genuinely useful, giving clues to short cuts for example. However, when *OPS2* playtested the game, we discovered a loading screen that simply read 'recycle, stay in school and fight the power'. Proof, if it's still required: *SSX Tricky* is more than just a game, it's a way of life. □

Seymour, pawn of Sin, getting married to the lovely Yuna? We smell a rat behind all of this.

TEXT: ZY NICHOLSON

LIFTING THE VEIL

The series that brought role-playing to the masses is back with another must-have instalment. It's already sold over two million copies in Japan and it's only on one console. *Final Fantasy X* is coming to the UK next summer and we're already getting excited. *OPS2* reveals the story behind the game that's setting new standards for PlayStation 2 games.

Is an introduction necessary? This is another *Final Fantasy* game after all, the latest incarnation of the most popular role-playing game in the world, and a name that has become synonymous with PlayStation. Copies of earlier games still fly off the shelves, while the tenth instalment has already sold over two million units on its home turf. But something special is happening again, as the series makes its transition to the PS2 and undergoes another radical transformation.

Initially, it is of course the breathtaking visuals that cause you to stop fluffing about with manuals and disc cases and stare intently, as the camera weaves its way over a party of adventurers relaxing around a campfire at twilight. Warm shades and delicate details abound as you see, for the first time, the shy Yuna, the beastman Kimahri, the darkly mysterious Lulu; while main protagonist Tidus stands on a high outcrop, brooding over the sunset.

However, it's when you pick up the pad and begin your adventure in a strange new futureworld of neon and spires that the real changes become apparent. Gone are the pre-rendered backdrops and faux-3D environments of the PSone titles – the characters you just saw weren't part of some FMV but rendered on the fly, with stunningly compelling faces and outlandish costumes. And as you move around, the camera follows you to grant an ever-shifting perspective on your surroundings. *FF* has at last gone 3D.

FFX: THE STORY SO FAR...

The world is under threat of obliteration. Not from some scheming arch-enemy, but from an all-engulfing force called Sin, which the designers have likened to a disaster with a form or sentience – "Like a typhoon," says Art Director Yusuke Naora. Sin's power is demonstrated in the first few scenes when our hero Tidus, a rising star in the high-energy sport of Blitzball, sees a growing, manipulated wave of water tearing its way through the city.

As the crowds flee the stadium, Tidus spots his friend Auron and chases after him. Alien seed pods plummet to earth, embedding themselves in the concrete and hatching dark shapes. Auron throws Tidus a sword. "Use this. It's a gift from Jeckt." "My father's...?" Tidus struggles to lift the heavy, wave-

FINAL FANTASY X

The angry cavalry Chocobo is Colonel Sanders' worst nightmare.

Tidus wishes the ground wouldn't open up and swallow him.

Beaches, Blitzball, pirates and sunken cities. Water plays a huge role in *FFX*, so pack your trunks.

crested blade as the swarm attacks...

Technical excellence is something that Square takes very seriously, and the company has built its reputation on breaking new ground in audio and video. Upon working with any new console, they set up their teams with the engineering savvy and experience to take the thing apart, study it, get to grips with it and find ways to exploit it. Their rivals have even gone on record to complain that they can't compete against such impeccably high standards of presentation and design.

Square fans know this only too well, of course, and it's one of the reasons why the company attracts an ardent following. For the faithful, it's not so much a question of looking at price tags or system specs as asking, 'Which console must I buy to keep playing their games?'

One innovation that's likely to provoke debate is a direct result of the game's move to 3D, and that's the increased linearity of the first half of the game. Telling a good story while accounting for the player's actions always involves a balance between player freedom and tight scripting, and many events have been planned with a stronger emphasis on the narrative. Cleverly though, this seems to parallel the fate of Tidus as he gets thrown from one difficult situation to another by forces beyond his control, meets people whose language he cannot at first understand, and attempts to find his way out by making new friends and adapting. Producer Hironobu Sakaguchi has already mentioned that the game's themes are Change and Travel, a description that becomes less nebulous as you play.

PLAYING THE GAME

1. Battle scenes

While critics of the series often pick up on the extensive and lavish computer generated (CG) cut-scenes as evidence of a lack of interactivity, they tend to overlook the deeper and more strategic character building and party management aspects of the battle system that forms the core of every *Final Fantasy*. But Square isn't afraid to dispense with established game rules in the interests of trying out brave new ideas, and the battle system has been reinvented many times in recent years.

This time around it's the work of Toshiro Tsuchida, the brains behind mobile suit strategy-adventure series *Front Mission*. The old Active Time Battle system has gone, although the new Count Time Battle (CTB) bears enough similarities to make it easy to grasp. "I don't like battles that can be indecently won by tapping buttons," Tsuchida-san once told journalists.

Check the top right corner of the screen and a handy box tells you the order, from top to bottom, in which you and your enemies will strike. You're free to think out a plan, and no enemy can attack while you're

FANTASY STARTS ONLINE IN 2002

As if we needed reminding, *Final Fantasy XI* will be a completely online experience. Okay, so we're still waiting for *FFX*, but here's what the next instalment will hold.

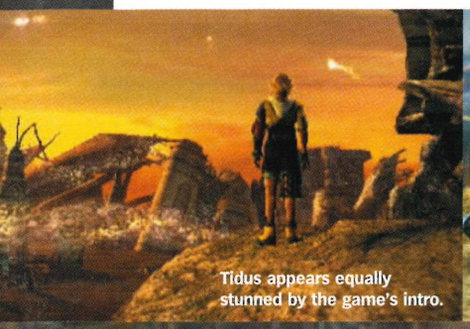
The latest news is that the launch of Square's ambitious Play Online Internet portal has been pushed back to at least spring 2002 in Japan. This delay inevitably affects the release of *Final Fantasy XI*, the online multiplayer role-playing game that will serve as Play Online's flagship title, as well as any hope of imminent announcements regarding the US and European versions.

Square has already stated that the service will be fee-based, with a suggested monthly membership of ¥1500 (£10) that includes the monthly 'pay-per-play' charge for *FFXI*. Rumours abound that *FFXI* itself will sell for under ¥1000 (£6) in an effort to encourage trial subscriptions, but these are unconfirmed.

The company intends its Play Online service to be more than simply a means of linking up for a game of *FFXI*, however. While waiting for friends to join in, subscribers will be able to catch news, download pop songs, read manga cartoons, shop online or keep in touch through chat rooms and email. An online version of *FFIX*'s Tetra Master is currently in beta testing, and Square's ultimate goal is to provide game enhancements and content that can be downloaded straight to the PS2's HDD. A PC version will be launched simultaneously.

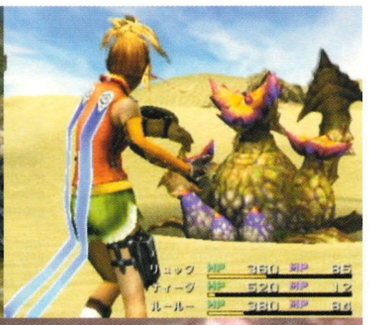
FFXI will be Square's first multiplayer online RPG, in which you'll be able to create your own character and embark on adventures by working co-operatively with other players. An early promotional trailer of work-in-progress shows some impressive scenes of the proposed environments as the camera zooms over forests, icy tundra and sun-parched plains before joining up with a party of warriors gathering in a woodland clearing.

The battle sequences appear familiar, but it will be fascinating to see how they turn the tightly scripted format of previous titles into an open fantasy world where you're free to roam and make friends (and enemies, hopefully, if your experience of the Internet's asking-for-it denizens tallies with ours).



Tidus appears equally stunned by the game's intro.

Familiar battle screens but bizarre enemies (Right).

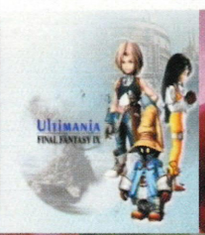


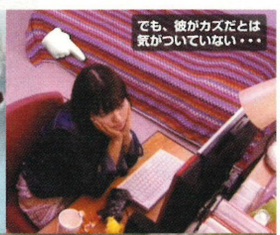
(Above) Auron anticipates the fall of a city that stands in the path of Sin.

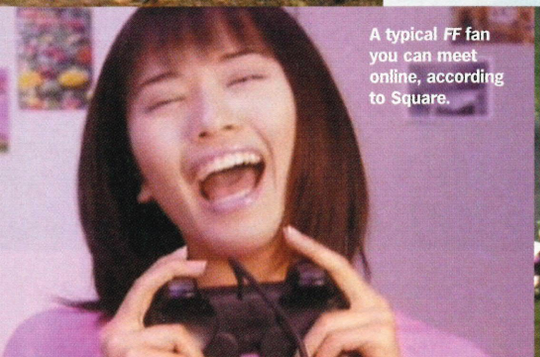
"Square's rivals have gone on record to complain they can't compete with such high standards of presentation"

deciding what to do. Tsuchida's experience of strategy gaming noticeably lends a harder and more involving edge to the combat of *FFX*. Anticipating the question that you're already pondering, the answer is yes, the game still features random battles – but the encounter rate is much lower, giving you a better chance to explore uninterrupted.

Ordinary encounters will fling you to a generic 3D battlefield screen, via some increasingly outré video wipes, but the advantage of the game's new 3D world is that the pre-scripted battles can suddenly take place in the very same environment that your characters are exploring. You'll be ambushed by creatures swooping from the rafters or lunging from the







A typical *FF* fan you can meet online, according to Square.

SPHERE OF DESTINY

You need balls to get anywhere in this game.

Fighting monsters remains at the heart of every *FF* game. Tsuchida's new (Count Time Battle) CTB battle engine isn't too difficult to grasp, even if you haven't played a game like this before, so let's examine a typical monster encounter.

1. So there you are, just swimming along, when WHOOSH! It's *TOTP* circa 1980. This means a fight's about to take place. Cue battle music.

2. Now select Rikku's Throw ability from her menu to throw some ultra-powerful explosives at the super-sized cephalopod.

3. If you can perform the necessary pad acrobatics here, Tidus can unleash his Overdrive – a special sword technique.

4. Monster dispatched, you might pick up some ability Spheres. Check the Sphere Board to see if you can buy another move with them.

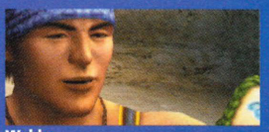
THE CAST

For all the monsters and magic and doomsday devices, it's the relationships of the characters that drives every *FF* plot, and they'll be remembered long after the player has finished playing the game. The task of character design has once again fallen to Tetsuya Nomura, whose style most recently graced *FFVIII*. Just look at Yuna – did anyone say 'Rinoa'?

Tidus
Our hero is a rising star in the sport of Blitzball. Tidus is plucked from the middle of a match and transported to another realm when Sin attacks.

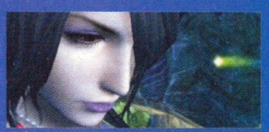
Yuna
A descendent of the great summoner Braska, with similar powers. She knows she must grow in strength to prevent Sin destroying the world.

Auron
Old friend of Jeckt, Tidus's father, and a skilled swordsman whose wisdom helps to set Tidus on his journey.



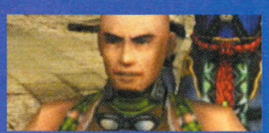
Wakka
Another sportsman, and coach of the team Beside Auraka, Wakka can hurl his Blitzball at tremendous speed to use it as a projectile weapon.

Rikku
An inventor and thief, Rikku is one of the Al Bhed and captains a salvage ship with a crew of scavengers, always on the look-out for booty.



Lulu
A mistress of the darker forms of magic, Lulu is the guardian of Yuna. Her power is spiritual and she attacks through a spooky doll.

Kimahri Ronso
The beastman of a slave race (Ronso is his tribe) looks tough but cares deeply for Yuna, for whom he has served as bodyguard for many years.



Cid
The ever-present engineer and mechanical genius, Cid – described by Sakaguchi-san as the 'Yoda' of *Final Fantasy* – is somewhere in *FFX*.

waves, sometimes with a brief engine cut-scene in a style more akin to *Resident Evil* or *Vagrant Story*.

2. Overdrives

Every character possesses an Overdrive, similar to the earlier Limit Breaks, which enables them to perform a special attack or technique when a power bar reaches its max. The bar can fill in a number of ways, based upon outside influences. It increases through pain, when your character takes damage; anger, when you see allies being hurt; crisis, when you're reduced to your last few hit points; sorrow, when a fellow party member dies; and so on.

Every character has a range of Overdrives to learn, some of them requiring a spot of joypad dexterity and timing to pull off. Tidus acquires sword skills, for instance, while Kimahri can absorb, learn and then reproduce the attacks of enemies (which is very similar to Gau's Rage ability in *FFVI*).

3. Aeon Summoning

Earlier games were both loved and loathed for their extreme, sometimes overwrought, invocation spells that called on the power of monsters, titans and even deities to rain beautifully conceived and animated deaths upon your enemies. *FFX* takes a very different tack, but retains the joy of discovering a new ally with the power to mete out righteous vengeance.

Summoned creatures are called Aeons, and in a hark back to earlier episodes (recalling Rydia of *FFIV*) only Yuna, a dedicated summoner, can conjure them. Upon summoning an Aeon, that creature replaces one of the party members and joins the line-up for the duration of the battle so that they fight at your side, disappearing if reduced to zero Health Points (HP). Thus they take on a life of their own, boasting their own range of attacks and unique Overdrives. You can even teach them command abilities or build up their stats.

4. Character Development

FFX has done away with the Experience Points system altogether, replacing it with a whole new concept of character development. Defeating enemies instead wins you Ability Points (AP) and rarely, depending on the enemy, items called Spheres that are necessary for your advancement. (see Sphere Of Destiny)

When you have enough AP, you can buy yourself a move on the Sphere Board. This shows your position on a large map of connected skills, and you can control the way your character develops by choosing the route you're going to take around the board. Each position on the board corresponds to a command ability or a stat boost, so you might spend your AP increasing your magic points or take a forking path that leads you to learning Cure magic. Since the characters start off by being spread across various parts of the board, they are naturally predisposed to acquiring different skills at first. It's very important that you pay attention to balancing your character improvement throughout the game, or you could find yourself in a situation where your entire party is weak in some areas.

When the *FF* series shifted from Super Nintendo to PlayStation, it took off in a whole new direction. That change is happening again, thanks to the Square ethic of knowing what they're working with and continuously pushing the hardware until it can do things that even Sony's engineers couldn't have foreseen. We saw it with *FFVII*, and they're doing it again with *FFX*.

Another must-have title for PS2? You already know where you stand. □

'THOSE' GRAPHICS

It's difficult *not* to get carried away when describing *FFX*'s ground-breaking graphics.

With Square's technical flair at work, *FFX* excels at segueing between CG film sequences and fully playable, explorable PS2-rendered environments. The question is, can you tell where the game stops and the movie starts?

The close-up gives it away. We're watching the video at the moment.

This bit is obviously pre-rendered too. Oh hang on, no it isn't. We're in the middle walking around.

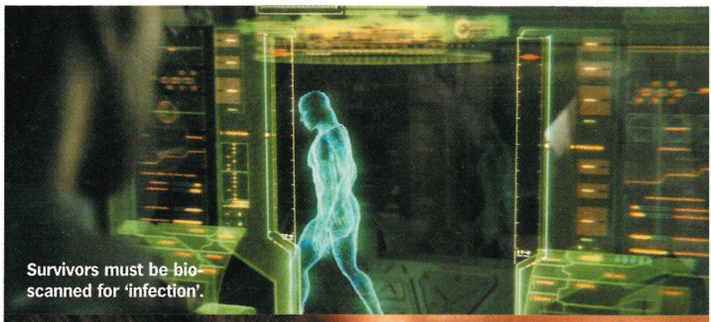
Now, this bit's back to in-game graphics. Definitely. Er, apart from the CG video backdrop. How the...?

HARD DRIVE COMPATIBLE

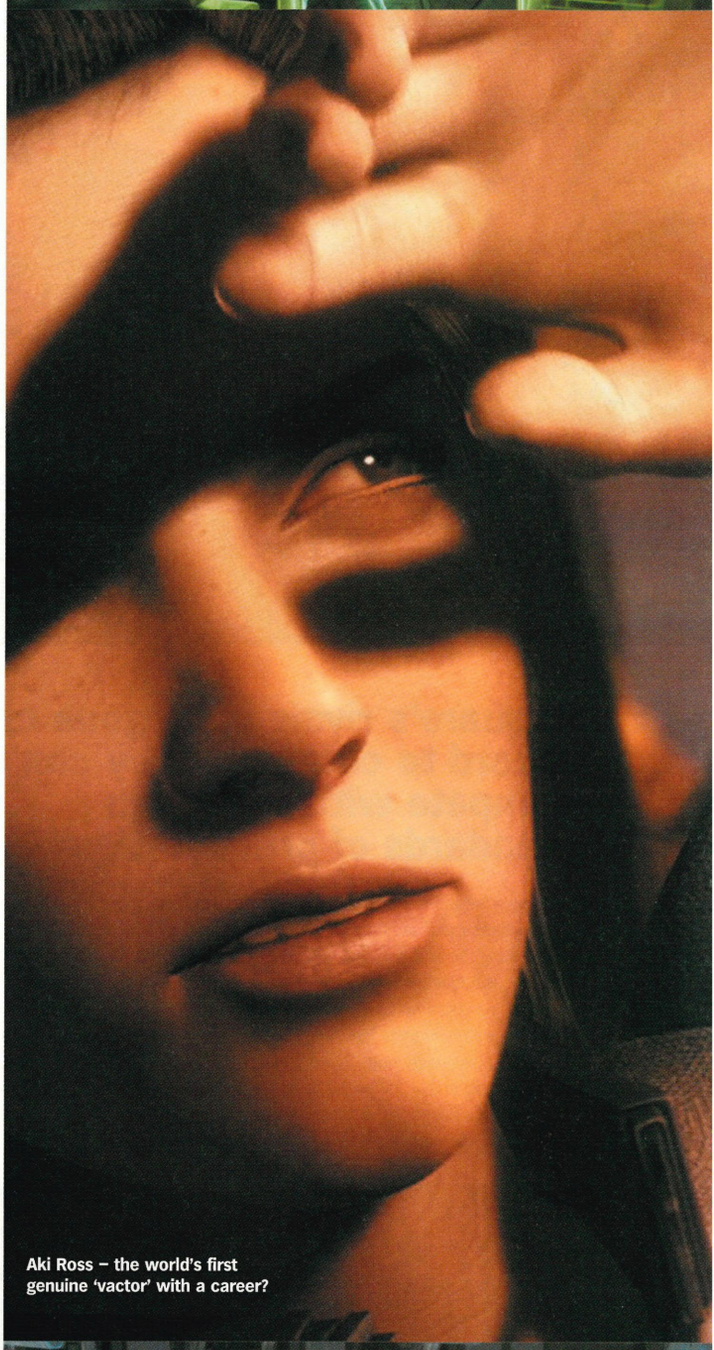
***FFX* can be played in conjunction with Sony's forthcoming Hard Disc Drive for faster loading.**

Having previously claimed they were experimenting with 'fast cache', *FFX*'s dev team has indeed managed to include full support for Sony's new HDD add-on. Released in Japan in July, the 40Gb Hard Drive effectively eliminates loading times between locations and smoothes the transfer from game to movie cut-scenes. It is anticipated by *OPS2* that the release of *FFX* in the UK will accompany the launch of the HDD, allowing us the opportunity to experience the game at its best from the outset.

In further hi-tech Sony loveliness, the game also supports Dolby 5.1. Those of you with home theatre set-ups will be able to bask in the delicious soundtrack of *FF* composer Nobuo Uematsu, while presumably resting your feet on an idle servant and tapping Cuban cigar ash into a Fabergé egg.

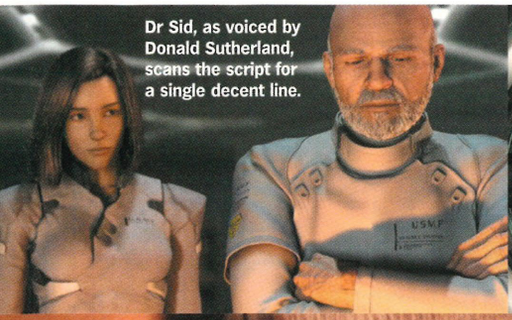


Survivors must be bio-scanned for 'infection'.

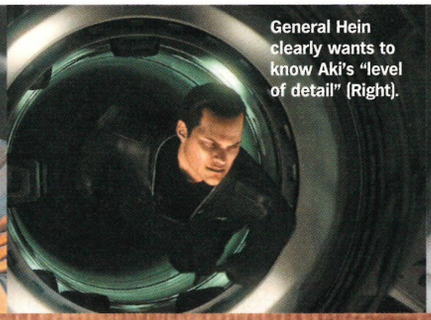


Aki Ross – the world's first genuine 'vactor' with a career?

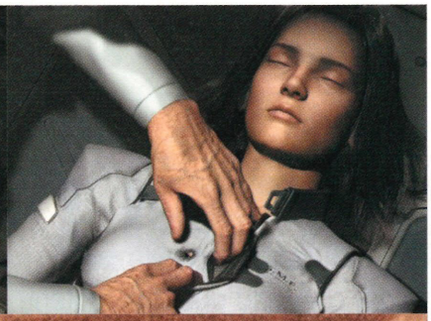
"Nah, I've seen how they do this on Penn & Teller."



Dr Sid, as voiced by Donald Sutherland, scans the script for a single decent line.



General Hein clearly wants to know Aki's "level of detail" (Right).



FINAL FANTASY: THE SPIRITS WITHIN

So what do you do with an incredibly successful videogame and a team of the world's most talented 3D computer animators? Make a film of course.

The Earth of 2065 is a lifeless wasteland, ravaged by alien Phantoms. The last few human survivors remain holed-up in barrier cities protected by energy shields, but time is quickly running out. Believing she holds the secret to defeating the evil aliens, scientist Aki Ross sets out to save the planet with the help of her mentor, Doctor Sid, and the protection of the Deep Eyes military unit, captained by Gray Edwards.

Released in the UK on 10 August, Square's full-length cinematic debut has received a mixed response. Chances are you've already winced at some hapless film reviewer demonstrating how little they know about videogames, even if you haven't seen it yourself, but most criticisms have centred on the dialogue while the incredible look of the film has received praise. Describing it as a "technical milestone", US critic Roger Ebert commented, "The reason to see this movie is simply, gloriously, to look at it."

Indeed, watching it is a peculiar experience. You're constantly looking for those little mistakes – robotic movements, plastic skin, awkward limb angles and finger gestures – that remind you what you're seeing isn't real, but at the same time you're bowled-over by just how close they get. You find yourself scrutinising everything from boot-straps to beards, constantly amazed by how close they get to an impression of reality.

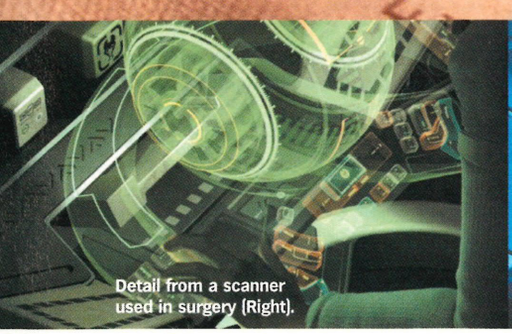
While it may not be a critical or even commercial success, making just $30 million at the box-office after exhausting a $100 million budget, *TSW* represents a landmark in film-making. Of course, many modern films employ computer effects, and this isn't the first wholly computer-generated movie. But while Pixar and Dreamworks have seen CG as a tool that enhances a tradition of cartoon animation, Square has focused on the ability to simulate reality with superior technology, and so raised huge questions about the future of virtual actors. You're watching science fiction come true, and director Hironobu Sakaguchi is already thinking of careers for his pre-rendered performers. "We can use the digital models of Aki or Gray and give them another role. Aki would play a detective and Gray a mafia boss; the two would eventually fall in love, something like that," speculates Sakaguchi-san.

Not surprising, then, that some in the film industry have sniffed at the idea of replacing real actors with 'vactors'. If you could make an epic film with thousands of extras set in any place and at any time, without needing exotic locations, costumes, scenery, camera crews, or millionaire divorcee prima donnas just out of rehab, a few people are going to be out of a job... □

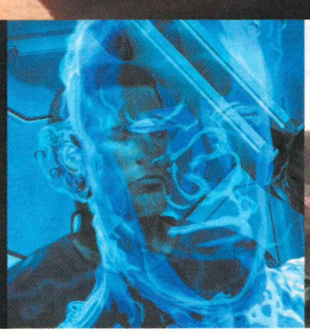
DVD THRILLER

***The Spirits Within* DVD is set to contain a bizarre Jacko tribute.**

The film may have only just played in cinemas, but already the details for the DVD release of *Final Fantasy: The Spirits* Within have been revealed. The two-disc set will contain more audio commentaries and 'Making Of' features than you can shake several sticks at, but the extra feature that has raised most eyebrows is the inclusion of a *Final Fantasy Thriller* music video. *OPS2* understands this consists of Michael Jackson's ground-breaking video as played out by the cast of *The Spirits Within* – presumably to demonstrate that the film's animated characters can be made to do anything humans can do, even moonwalk. The DVD will also feature an alternate opening sequence, a mini-movie entitled *Aki's Dream*, DVD-ROM elements and an interactive segment in which you'll be able to re-edit pivotal scenes of the film.



Detail from a scanner used in surgery (Right).



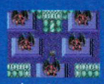
"That bloke over there just called you a nonce..."

THE FAMILY TREE

The UK had pretty much missed out on the whole Square phenomenon until PlayStation brought their games to a global audience, so get up to speed with this series overview. The dates in our run-down refer to Japanese release.

FINAL FANTASY (1987) Famicom (NES)
An immediate hit in Japan. The design origins of *FFIX*'s Vivi can still be traced back to this game's Black, White and Red Mages.

FINAL FANTASY II (1988) Famicom (NES)
Apparently an English translation was almost completed, but Square was having problems with Nintendo at the time and it was shelved.



FINAL FANTASY III (1990) Famicom (NES)
Another Japanese-only release for this adventure, now challenging the popularity of Enix's *Dragon Quest* series.

FINAL FANTASY IV (1991) Super Famicom (SNES)
An 'Easy Type' version was released for US audiences on the Super Nintendo (SNES) as *FFII*: hence the confusion in numbering.

FINAL FANTASY V (1992) Super Famicom (SNES)
Featuring a hero called Butz Klauser and his faithful Chocobo steed Boco, was widely regarded as the finest in the series, until...

FINAL FANTASY VI (1994) Super Famicom (SNES)
Unlikely heroes oppose the villainous Kefka's usurping of the Empire. So epic that global apocalypse occurs as an interlude.

FINAL FANTASY VII (1997) PSone
The series moved to PlayStation rather than N64, with Square dumping Nintendo because of the advantages of CD over cartridge. The first UK *FF* release.

FINAL FANTASY VIII (1999) PSone
Super future high-school love story with magic and guns. TV ads used the CG scenes to attract a wider UK interest.

FINAL FANTASY IX (2000) PSone
Zidane, Vivi and a return to fantasy roots. The whimsical characters made it a disappointment for some, while others thought it the best since *VI*.

SPIN-OFF TITLES

FINAL FANTASY MYSTIC QUEST (1992) Super Famicom (SNES)
Attempt to popularise the RPG with Americans by making it bog-simple. After *FFIV*, though, this dumbing-down exercise just didn't catch on.

CHOCOBO'S MYSTERIOUS DUNGEON (1997) PSone
A treasure hunting adventure starring big yellow bird Chocobo from the *Final Fantasy* series.

FINAL FANTASY TACTICS (1998) PSone
Having acquired most of the designers from Quest studios, Square set them to work on another Ogre Battle game, this one in *FF* clothing.

EHRGEIZ (1998) PSone
Cloud, Tifa and Sephiroth from *FFVII* – in a beat-'em-up. Not great.

CHOCOBO RACING (1999) PSone
The big yellow bird, who also cropped up as a secret character in *Tobal 2*, gets another title of its own.

Q&A

WORDS: AMOS WONG/PHOTOGRAPHY: CHARLES PERTWEE

HIRONOBU SAKAGUCHI

If the worlds of *Final Fantasy* ever had one omnipotent, godlike, all-seeing eye then it's this man. Hironobu Sakaguchi spoke to *OPS2* about the phenomena that changed the face of videogaming.

CURRICULUM VITAE

Name: **Hironobu Sakaguchi**
Nationality: **Japanese**
Date of Birth: **25 November 1962**
Birthplace: **Hitachi City**

Gameography:
1984 – 1985
Death Trap, Deathtrap II Will, Cruise Chaser Blasty (all FM-7) Director

1986
Kings Knight **(NES)** Director

1987
Hibitase Dai Sakusen, Hivista, Final Fantasy (all NES Disk System) Director

1988 – 1994
Final Fantasy II (NES, 1988)
Final Fantasy III (NES, 1990)
Final Fantasy IV (SNES, 1991)
Final Fantasy V (SNES, 1992)
Final Fantasy VI (SNES, 1994)
Director

1995
Chrono Trigger (SNES) Director

1996
Bahamut Lagoon (SNES) Supervisor

1997
Final Fantasy VII, Final Fantasy Tactics (both PSone) Producer; ***Front Mission 2, Chocobo's Mysterious Dungeon*** (both PSone) Supervisor

1998
Parasite Eve, Brave Fencer Musashi (both PSone) Producer; ***Xenogears, SaGa Frontier II*** (both PSone) Executive Producer

1999
Final Fantasy VIII, Front Mission 3 (both PSone) Executive Producer; ***Parasite Eve 2*** (PSone) Producer

2000
Final Fantasy IX, Vagrant Story (both PSone) Executive Producer

2001
Final Fantasy X (PS2) Executive Producer
Final Fantasy: The Spirits Within (Movie) Director

Favourite games: ***Game Boy Wars, Palm Mahjong***

Favourite films: ***Blade Runner*** **("I like films with a philosophical tone.")**

Favourite director: **Ridley Scott**

Favourite bands/musicians: **Bob James (fusion pianist), Katsumi Watanabe (fusion guitarist)**

Favourite author: **Ryu Mitsuse**

Final Fantasy was one of the pioneers of RPG gaming on the Nintendo Entertainment System (NES), not to mention the commercial and personal hit that pulled its creator Hironobu Sakaguchi back from the brink of quitting the games industry altogether in 1987. Ten years later, his commitment to next-generation entertainment and expanding storytelling possibilities took the popular series to the PSone. A massive hit, jaws dropped at the sight of its sumptuous cinematic visuals and upon *Final Fantasy VII*'s overseas release, the RPG genre finally exploded from the realm of hobbyist's computers and into the mainstream. With the release of *Final Fantasy X* on PlayStation 2 and his directorial debut with *The Spirits Within* movie, Sakaguchi-san continues to push the boundaries of digital entertainment...

How did you become involved with the game industry?
I used an Apple][computer as a hobby when I was a college student; it was the time of new concepts like the spreadsheet, as well as adventure and role-playing games. I ended up barely going to college at all and spent most of my time on the computer instead. I really enjoyed *Wizard*, *Ultima* and an adventure game called *Transylvania* by Penguin Software. I eventually switched to programming them myself and I started working for Square as a part-timer when the company was established – I was making ¥700 (£4) an hour back then.

What were your family member's reactions to your work when they found out?
My parents strongly opposed the idea! [Laughs] At the time there wasn't anybody making games as a profession, only amateurs. The industry hadn't become established.

So were there any other careers you had contemplated or worked in before videogames?
I'd wanted to become a musician. I'd composed some songs on the keyboard... But ultimately I didn't have any talent [laughs].

How did the *Final Fantasy* series originate?
It was for the NES. When I was designing my early games for the PC, ROM cassettes were used as the storage medium. They didn't have enough capacity for role-playing games so, as a result, there were many action games being made. I didn't like the early works I created. I wasn't satisfied with them at all, so I thought I'd make one last game and then quit the industry. That's why I put the word 'Final' in the title.

Why weren't you happy with your early games?
I think it's a matter of talent. Designing action games and role-playing games are completely different and, to this day, I don't think I have what it takes to make a good action game. I prefer telling stories.

What have been some of the challenges in expanding and developing *Final Fantasy* through the years?
I try to use up all the ideas I have each time so that nothing is left for the next instalment. It really triggers my motivation because you have to start again from zero – it's always worked for me this way. I think I'm lucky in that the story-line and characters are different in each production – there's no need to worry about the previous cast and how they carry on in the next story.

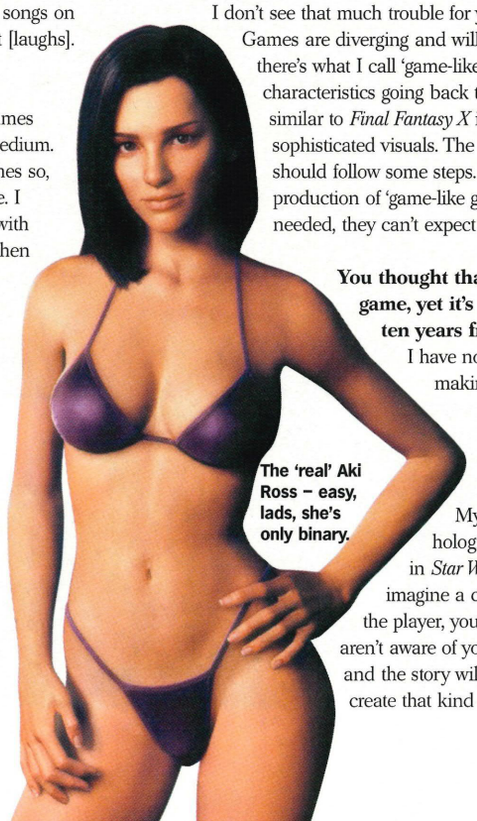
What about the gameplay?
It's a similar process; every time we start again from scratch and try to develop the game system and programming techniques to a higher level. Of course if there's something that we feel works well in the previous version, we'd use them again.

What are you most proud of as *Final Fantasy* shifts to PS2?
I'd say it's the seamless connection between the movie, battle and the interactive scenes. This has been my continual effort since *Final Fantasy VII*. I'm also happy with the use of speech for the dialogue and the voice casting. I let the director Kitase (Yoshinori) handle it, but our belief was that we should hire someone regardless of whether he or she is an established or famous anime voice actor.

Have you ever felt like creating a sequel that does continue from a previous game?
I'd rather not show the future of those characters. The players are immersed in them and have their own ideas. If we really do show them what happens, I think many would be disappointed.

Are there any particular real world events that have inspired you?
Oh yes – our culture consumes too much. I don't like that. Also, everything is about markets and marketing. There's far too much value placed on these concepts and I'd often incorporate these traits in a bad character. The list is endless – so many things could be used to create bad characters [laughs].

From your experiences in the industry, how easy is it for a newcomer to make a name for themselves?
I don't see that much trouble for young people getting into the industry. Games are diverging and will take three very distinct paths. Firstly there's what I call 'game-like games,' which have the same gameplay characteristics going back to 16 bit days. The second will be similar to *Final Fantasy X* in that they are dramatic and display sophisticated visuals. The third will be online games. Newcomers should follow some steps. For example, they should start with the production of 'game-like games.' With the staff and finances needed, they can't expect to make a *Final Fantasy* at the start.



The 'real' Aki Ross – easy, lads, she's only binary.

You thought that *Final Fantasy* would be your last game, yet it's come this far. How do you see it ten years from now?
I have no idea, my mind's reset to zero after making the movie.

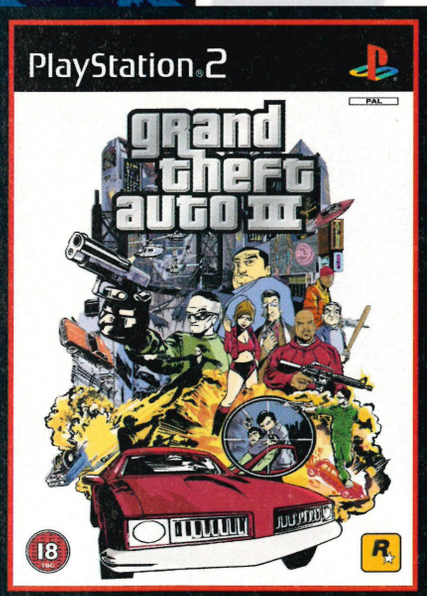
What other kind of entertainment mediums would you like to see in the future?
My dream is that someone would make a holographic device, similar to the chess game in *Star Wars: A New Hope (Episode IV)*. I can imagine a couple about to kiss in the rain and as the player, you can poke and startle them, but they aren't aware of you doing it. They'd give up trying to kiss and the story will go into a different direction. I'd like to create that kind of game. □

Hironobu Sakaguchi – Writer, Director, and Executive Producer of the *Final Fantasy* series poses with essential coffee table reading matter.

"I don't think I have what it takes to make a good action game. I prefer telling stories"

"SEÑOR, I ASSURE YOU THAT I MAKE NOTHING BUT THE MOST TASTEFUL, EXOTIC, ADULT LITERATURE"

Diablos/Grand Theft Auto III

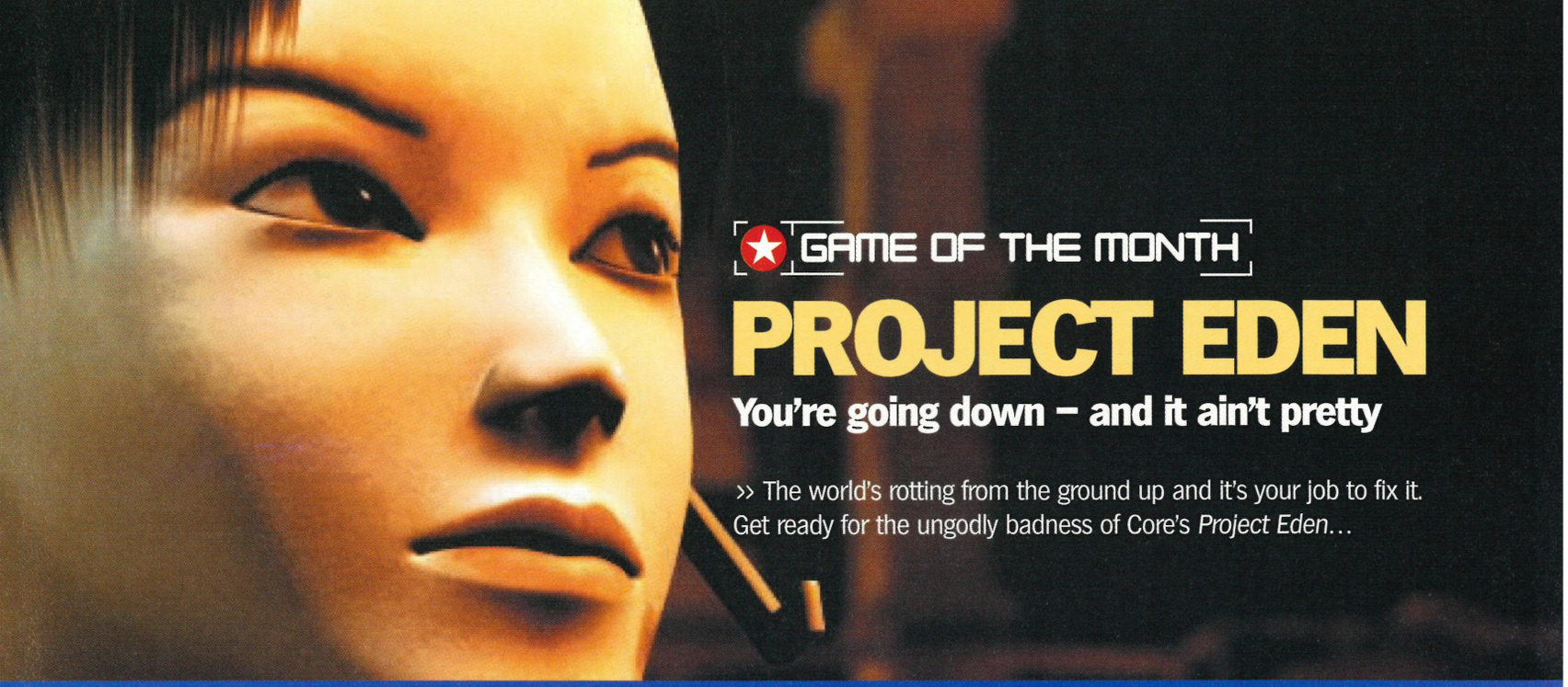


PlayStation 2

DMA DESIGN LIMITED

TAKE2interactive

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Made in Austria. Grand Theft Auto III and the Grand Theft Auto III logo are trademarks of DMA design. DMA design and the DMA design logo are trademarks of Take Two Interactive Software Europe Ltd. Rockstar Games and the Rockstar Games logo are trademarks of Take Two Interactive Software Europe Ltd 2001. All Rights Reserved. All other marks and trademarks are the property of their respective owners.



GAME OF THE MONTH

PROJECT EDEN

You're going down – and it ain't pretty

>> The world's rotting from the ground up and it's your job to fix it. Get ready for the ungodly badness of Core's *Project Eden*...

REVIEWS

The only PS2 game reviews worth reading

OPS2 review ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. Every issue, we look at the latest games and rate them out of 10:

10/10 Utterly essential
9/10 Hugely satisfying and entertaining
8/10 Highly recommended. Definitely worth your money
7/10 Good, solid fare, and well worth a gander
6/10 Better than average, and fine for fans of the genre
5/10 An average game of some merit
4/10 Poor, but may still have the odd moment
3/10 Extremely disappointing
2/10 To be avoided
1/10 Beer mat

PlayStation 2 OFFICIAL MAGAZINE-UK STAR PLAYER

The OPS2 StarPlayer award
Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

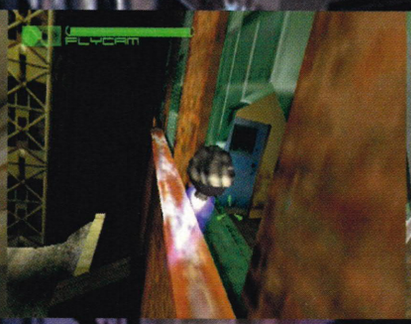
Game reviews

098 Project Eden
102 Dave Mirra Freestyle BMX 2
104 Thunderhawk: Operation Phoenix
106 Sir Alex Ferguson's Player Manager 2002
110 Spy Hunter
112 Twisted Metal: Black
115 This Is Football 2002
116 MX 2002 Featuring Ricky Carmichael
119 Freak Out
120 PSone reviews

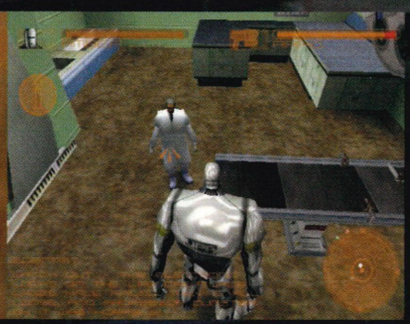
Media reviews

122 **DVD reviews:** The Stanley Kubrick Collection/What Lies Beneath/Almost Famous/The Simpsons/Best In Show/Way Of The Gun/Gandhi/Platoon/Salvador
124 Top 10 Al Pacino DVDs
126 Interview: George Lucas/Internet roundup
127 Books/Magazines/Music reviews: Spiritualized/Björk/MOP/more

Persistence and lateral thinking are the keys to *Project Eden*.



The Spy Cam can go places that your team can't, revealing what lies ahead.

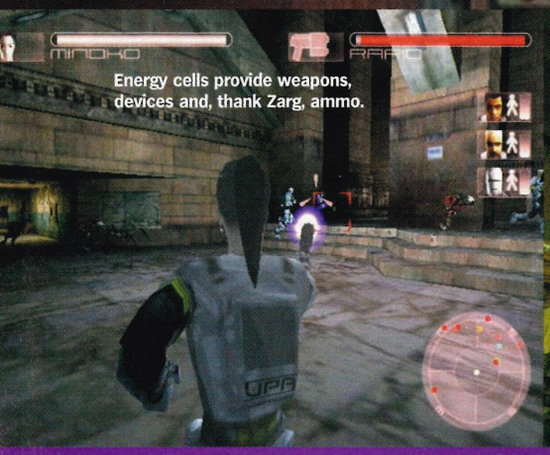


Asking NPCs will turn up many a vital fact. And, face it, you're bigger than him...

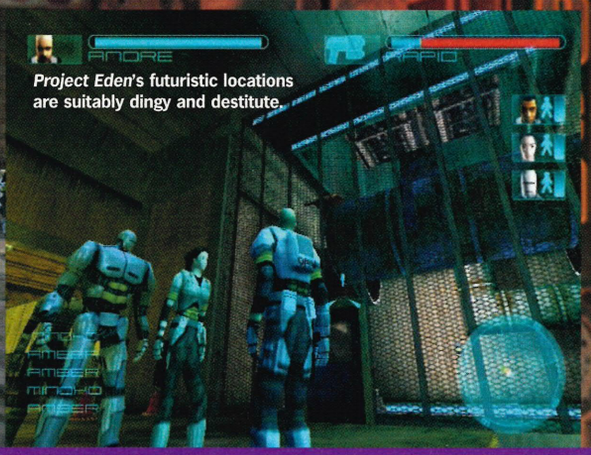
PROJECT EDEN

The original *Tomb Raider* team return with a slice of futuristic team-based action. Going down...

The team, from left to right: Minoko, Andre, Amber and Carter. Each boasts specialist skills.



Energy cells provide weapons, devices and, thank Zarg, ammo.



Project Eden's futuristic locations are suitably dingy and destitute.

WE CAN WORK IT OUT

Making any sort of progress in *Project Eden* requires members of your party to work as a team, with each having their own part to play. Here Minoko, Andre and Carter must join forces.

Player One: Minoko
When hacking into the main computer terminal of the Real Meat facility, Minoko is able to access security cameras and track down a suspect. She can also open a new compound where the suspect is situated.

Player Two: Andre
Calling on Carter to follow him into the compound, Andre finds the suspect in a dingy toilet. Unable to enter it, he utilises his trusty Rover robot to scoot under the door and shoot the lock off from within.

Player Three: Carter
The team leader is then able to access the cubicle and interrogate the suspect, gaining a useful keycard in the process which will allow the party to investigate further into the facility premises.

Publisher: Eidos
Developer: Core Design
Price: £44.99
Players: 1-4
Release: October
Web site: www.eidosinteractive.co.uk/games/info.html?gmid=84

Back story
Having started life as a PC game (particularly apparent in the mouse 'n' keyboard-style interface) *Project Eden* was soon chalked onto Core's PS2 release schedule when it became clear that Lara wouldn't appear on the next-gen machine as soon as everybody hoped. The team behind *Eden* is the one that worked on the first two *Tomb Raider* games.

Few things in this world are for certain. Except for life, death and that one day our beloved planet is going to explode due to global warming, overcrowding and excessive over-exposure to Kate Thornton. A scary thought, but seeing as the inevitable meltdown probably won't occur for a few thousand years yet, let's plaster on a bit more deodorant, over fill the kettle and tune into every episode of *I ♥ 1980-2001* – after all, we have videogames to remind us of what horror lies ahead in order to prepare for every eventuality.

The portrait that *Project Eden* paints for mankind's future is, as you would expect, grim. Due to severe overpopulation, and the fact that there is no more wasteland to build council flats on, our planet's cities have no option but to expand upwards rather than outwards. Hence the introduction of mega-cities – hulking skyscrapers that tower further than the eye can see up into the heavens, linked by suspended roads, narrow walkways and service channels.

Housing millions of civilians, these human hives have a distinct class system in place – the richer you are, the closer you get to the rejuvenating solar rays and sweet, sweet air. Those with little or no cash get stuck at the foot of the towers living their lives in almost pitch darkness and poverty. Years of depraved decay has mutated these unfortunate souls into hideous forms and they form just one of your problems in this sprawling third-/first-person strategy adventure.

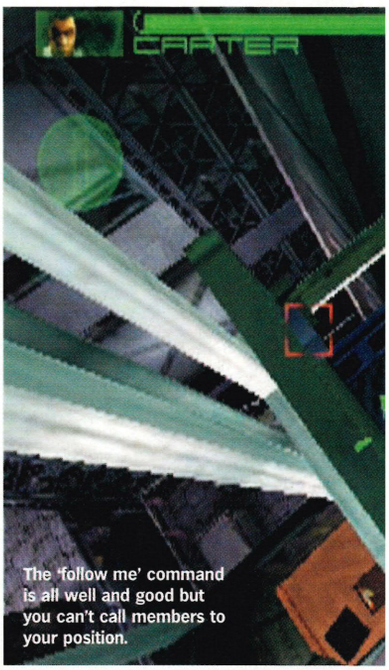
Each mega-city is patrolled by the UPA (Urban Protection Agency) and you actually play an entire unit sent to investigate a number of disturbances at the 'Real Meat' factory. Your team comprises of four members, each possessing a specific skill which will be needed in order to solve puzzles and conquer each of the 11 vast levels.

CALL THE COPS

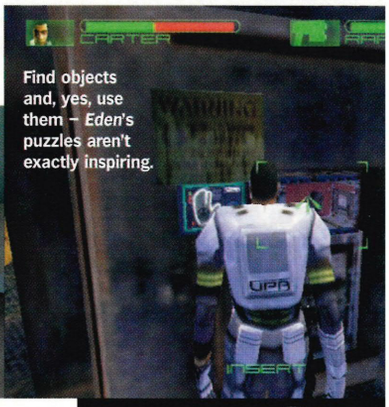
The team is lead by Carter, a straight-talking professional whose job it is to interview witnesses and suspects. Minoko is your standard computer boffin who can hack into the city's main computers and access new doorways, whereas Amber, the other female character, is actually a robot and can withstand intense heats and noxious gases. Finally, there is Andre, the Mr Fix-It who can repair damaged machines and controls a remote- and thus player-controlled robot called Rover. This robot can scoot into confined places and enter seemingly inaccessible areas.

Each UPA member has their own arsenal of firepower (although they're all quite measly compared to the intergalactic weaponry of, say, *Quake III*) and, to avoid any confusion as to who you're controlling, their own HUD colour. You can swap between squad members at any time during your investigations, although you have to ensure that they're safe to be left alone if you choose to go solo at certain junctures. For the most part though, you will choose to keep all your team together and this is made possible by an easy-to-use interface that utilises the analogue sticks to innovative effect to call up various menus. Each character has their own utility screen and from here you can signal to your troops to follow you,

All's well and good up on the top level but a few levels down however, it's a different kettle of horror.



The 'follow me' command is all well and good but you can't call members to your position.



Find objects and, yes, use them – *Eden*'s puzzles aren't exactly inspiring.

AI is most effective. Team members are smart enough to look after themselves.

Similar to the Spy Cam, the Rover can fit into holes. It's also equipped with a small laser.

PROJECT EDEN VS THE EDEN PROJECT

One is a cracking action adventure on PS2, the other is an overgrown greenhouse in a Cornish quarry. But which is more worthy of your cash?

PROJECT EDEN

Format: PS2
Price: £44.99
Levels: 11
Characters: Four main protagonists.
Visuals: Rough and sparse.
Hours of enjoyment: 48 (approx).
Likely adversaries: Mutants and crazed animal hybrids.
Typical puzzle: Have Minoko access a computer terminal and manipulate an air vent. Move Amber into the vent to negotiate the noxious gas and shut off the outlet. Follow up with Andre to access the vent and repair an exit door terminal so that all members, minus Minoko may pass through and activate a retractable bridge so that Minoko may join them.
Value for money: 7/10
Comment: A taxing and engaging next-gen strategy action adventure that will delight and enthral.

EDEN PROJECT

Format: Real life
Price: £9.50 (children and OAPs half price)
Levels: Four domes.
Characters: A few hairy gardeners and a whole host of greenfly.
Visuals: Rough and sparse.
Hours of enjoyment: 0.45 (approx).
Likely adversaries: Bumbling fogies and excitable children.
Typical puzzle: Design your own banana. Do you know that there are several different kinds of bananas across the world – some straight, some bendy, some yellow, some orange. Thanks to a handy side stall you can design you own version. Great.
Value for money: 5/10
Comment: An over-priced, over-populated sweat-pit devoid of interesting plants. A waste of time were it not for the fact that the whole structure looks like a *Teletubbies* set.

as well as check for incoming messages and emails. *Eden*'s control system takes a little while to grasp, but when it becomes second nature you'll be genuinely surprised by how well it works for this game. Both thumbsticks also move you around and, rather spectacularly, the camera angle – allowing you to fully rotate the scenery as you're running. Again it is slightly confusing to begin with, but soon becomes a necessary gimmick.

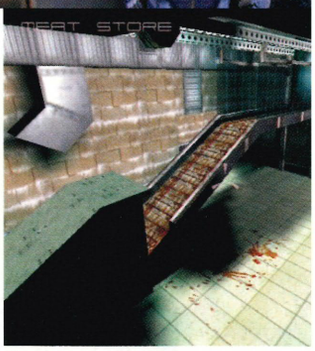
This game has been in production a while and it is easy to see why. Trying to get *Project Eden* to work must have caused a fair few headaches at Core HQ as there is just so much information to convey to the player. During the course of the first ten minutes play, we were prompted to read the full control method tutorial – which took a while – listen to orders from Control and read emails that relate to the case. By the time you actually get to free roam around the levels your head is already spinning. Perhaps this was the idea, to convey the urgency of your mission, because the early stages are hardly rivetting for any other reason. This game is like your average drawn-out Hollywood blockbuster in the sense that it is exceedingly slow to get going. With each new level you're gradually introduced to new problems and new adversaries as the story gradually gains momentum, but after an hour of play you'll be hopelessly engrossed.

//Due to overpopulation our planet's cities have no option but to expand up rather than out//

DO OR DIE

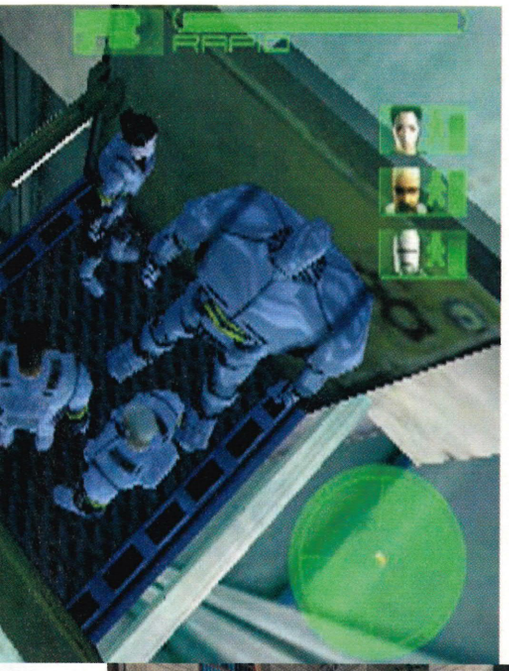
The strategic elements, in the way that you utilise your group members, are reminiscent of the 16 bit console days and in particular the *Lost Vikings* series. On face value there was very little to draw you into those games, and indeed this one, but you'll be surprised just how attached you become to the characters. Before long you'll instinctively know which person to assign to which task and it is then the gameplay develops from a half-hearted traipse into a bounding gallop.

This is definitely one of those 'persevere and you will be rewarded, honest!' types of game because the graphics do it few favours. The visual elements look rather middle-of-the-road PC in comparison to the next-generation explosion we've become used to with games like *Red Faction, Resident Evil* and *GT3*. The characters are slightly clumsy, look flat and can move with a puppet-like gait. The backgrounds are also basic and depressing. Yes, *Project Eden*'s future is a bleak one but we also spotted some hideous scenery tearing which seems to suggests that this oft-delayed title would have benefited from even more time in production. The gong for development to cease was bonged just that bit too early.



Hacking consoles can give you access to closed-circuit TV.

The story is aided with plenty of clever set pieces.



URBAN GORILLAZ

A crack team of four assigned to protecting the future's mega cities from crime and corruption. Meet the gang.

CARTER
Age: 36
Occupation: UPA Team Leader
Skill: Interrogation
HUD colour: Green

When Control learned of the problems occurring in the 'Real Meat' factory, they only had one man in mind to lead the investigation and so cries of 'Get Carter' echoed around the UPA headquarters. Probably. This no-nonsense fella takes himself and his job very seriously and takes no prisoners when it comes to hard-ass interrogation techniques. A natural born leader.

MINOKO
Age: 20
Occupation: IT expert
Skill: Computer hacking
HUD colour: Pink

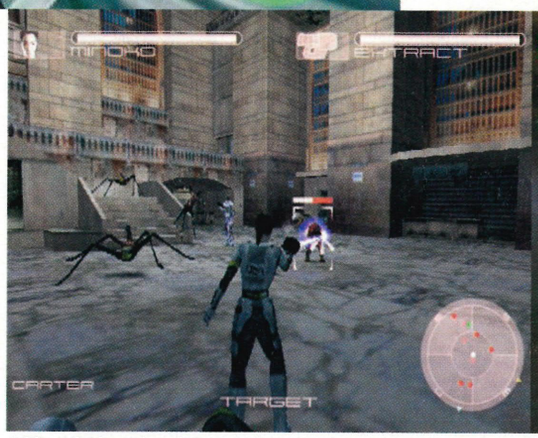
Snatched off the streets as a nine-year-old orphan by the UPA, it soon become apparent that Minoko had a real gift for computers. She underwent intensive training and has been a loyal servant of the organisation ever since. At the age of 17 (the youngest possible age) Minoko became a fully paid up UPA operative before joining Carter and co. A natural born boffin.

AMBER
Age: 27
Occupation: Robot
Skill: Hazardous jobs
HUD colour: Orange

When a Skyway accident shattered Amber's dreams of becoming a model, she opted not to have reconstructive human-cyborg surgery in favour of becoming a robot. Now Amber is withdrawn. Her enhanced strength and ability to withstand intense heat and poisonous gases make her a valuable asset, able to venture where others fear to tread.

ANDRE
Age: 32
Occupation: Maintenance man
Skill: Fixing damaged goods
HUD colour: Blue

When his previous occupation of Skyway engineer failed to attract the girls, Andre quit in favour of the more glamorous lifestyle of the UPA. He actually quit when 25, meaning he left shortly after Amber's accident – hmm, very suspicious. He's thought to have a bit of an attitude problem but his team-mates don't mind as long as he sticks his sonic screwdriver in the right holes.



With no lock-on function, targeting enemies and running at the same time is nigh on impossible.

When death comes to one of your team, as it inevitably will, they are simply respawned back at the nearest checkpoint.

As a robot, Amber can brave the most hazardous places.

These are purely cosmetic niggles, though, and the intense gameplay that engages your mind from the outset far outweighs any graphical concerns. Of course, it is as much a game of trial and error as anything else and you'll often find yourself a team member down when one of your hapless crew falls 80 stories to their doom or is ravaged to death by mutant hounds when you accidentally swap players and leave them unguarded in perilous situations. In fact, this is perhaps the one area when the added power of PS2 should have evolved the *Lost Vikings*-style gameplay. In that game you basically had to restart the entire level when a character died, which is essentially true in this case as the ill-fated member is warped (somewhat divinely) back to a rejuvenating machine, several of which are dotted around each level, and must be then moved back into position.

However it would have tested the player more if there was a means to cope without certain team members, with the existing party having to overcome trickier and more perilous hurdles if they are to finish the level. This would have added greater depth to the gameplay and eradicated the strictly linear path that you have to follow in your quest. It may just be being picky now, but something simple like a map would also have assisted you greatly as too often you find yourself traipsing around the levels trying to find new unexplored areas when the technology available to each character at your fingertips makes such an omission almost criminal.

Core Design's PS2 debut is no head-turner by way of a lavish gaming spectacle, and sadly only ever hints at true greatness. However, it is a hint of PlayStation 2 games to come with its rich control system and twisty sci-fi narrative – indeed, if you allow yourself to become immersed in *Eden*'s futuristic world of terror and intrigue, you won't go home disappointed.

Project Eden is a solid action-adventure that gets steadily better the more you get into it. Coming from the team behind the first and best *Tomb Raider* games, it's not only a brave departure, but one that breathes new life into a genre that was in serious danger of flat-lining. Your move, Lara. ☐ **Ryan Butt**

PROJECT EDEN

Why we'd buy it:	**Why we'd leave it:**	**Look beyond the iffy visuals and there's no doubt you'll lose weeks of your life to this complex, yet satisfying adventure.**
- A well-worked and fluid game interface - Pulling your team together as a unit - Genuinely taxing puzzles	- The graphics could have been better - Takes a while to grasp and fully appreciate - The voice acting is cringeworthy	

Graphics	Clumsy characters, bleak backdrops	06
Sound	Good atmospheric effects	07
Gameplay	Fantastically playable when you get into it	08
Life span	Very challenging, but hardly any replay value	07

08

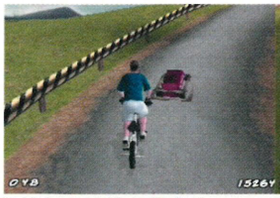
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

VIEW TO A KILL

One of the best aspects of *Project Eden* is that it can be played in both first- and third-person modes. The first lets you see the action up close and personal, but the other is more useful when negotiating difficult obstacles.

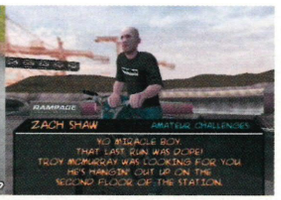
Here we see Carter trying to fry an innocent civilian in the first-person. Nice and easy.

Trying to target the same, by now terrified, bystander in the third-person proves a lot trickier.

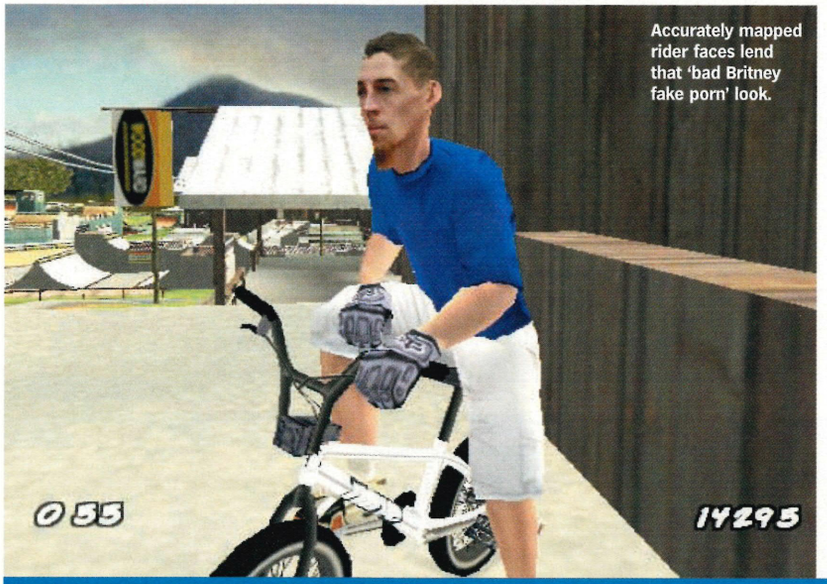


Vehicles provide a limited feeling of the outside world.

Most challenges demand that you go higher, longer, *faster*...



"I'm sorry, sirrah. I have no idea what you're bally on about..."



Accurately mapped rider faces lend that 'bad Britney fake porn' look.

Grinding on a train can be highly impressive (until you slam into the tunnel wall).

Lycra fetishist and exhibitionist Slim Jim takes BMX to new extreme of lunacy.

Landings don't have to be too precise.

DAVE MIRRA FREESTYLE BMX 2

Mirra leads the extreme sports vanguard – can he hold his position?

Publisher: Acclaim
Developer: Z-Axis
Price: £39.99
Players: 1-2
Out: Now
Web site: www.acclaimmaxsports.com/freestylebmx2/index.html

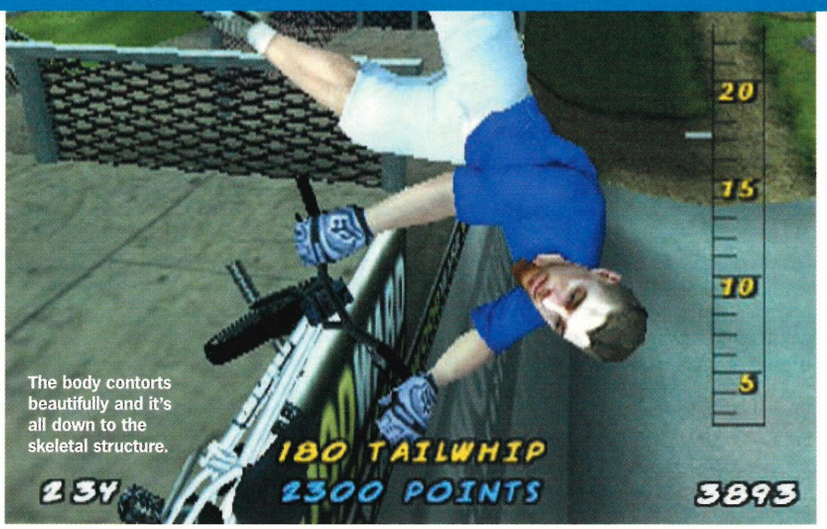
Back story
As a developer, Z-Axis has mastered the art of being overshadowed. It's poor timing has seen a history of quality titles disappearing under the avalanche of Activision hype. The developer's not-too-shabby *Thrasher Skate and Destroy* on PSone was obscured by the brilliance of *Tony Hawk's Skateboarding*, while Mirra's two excellent previous PSone outings were dismissed almost out of hand by a gaming nation desperately waiting for the delayed landing of one Mr Mat Hoffman.

'Z-Axis Rock' claims the legend before a collection of developer faces flash across the screen. It might set geek self-esteem back to Eighties levels and be accompanied by The Cult's similarly dated *She Sells Sanctuary*, but this inauspicious introduction fronts an impressive if unoriginal title. Taking the solid building blocks of its underrated *Dave Mirra Freestyle BMX* for the PSone, Z-Axis has fused black box power with grey playability.

Central to this success is the retention of the innovative trick modifier system that allows stunts to be joined into new moves rather than merely chained together. This adds an element other BMXers lack: skill. Random button stabbers will find those larger scores and later challenges impossible to conquer without developing the studied skill of a seasoned pro. It's something that will come down to a matter of personal taste – whether to go for the button-bashing friendly style of Activision's titles or this, what you might consider a more cultured BMXing method. It certainly offers a lot of satisfaction when you manage to pull of a particularly difficult trick.

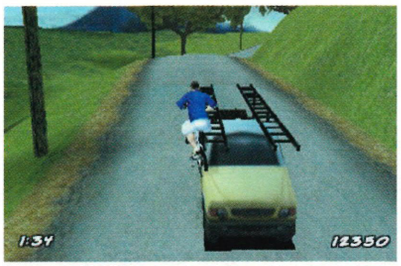
The size of the areas you are placed in is impressively vast. Combining the restrictive layouts of the old courses into eight new voluminous sections has lead to a new sense of freedom. Skate parks no longer end with solid concrete walls, instead they merge into hangars, across rivers and out into the countryside. In this expansive environment the length of each run has been extended – just crossing them can take two minutes of solid pedalling. You can quite happily play for a few hours simply by exploring and discovering the best nooks and crannys to get high trick scores. With such a large area some pop-up might be expected, but the action remains fluid throughout each rider's repertoire – that is until another body in motion such as a car arrives.

These interactive elements (traffic, other BMXers and pedestrians) serve two purposes – moving trick opportunities (for which you are rewarded handsomely with points) and as a way of finding new and progressively more difficult



The body contorts beautifully and it's all down to the skeletal structure.

//Skate parks merge into hangars, across rivers and out into the countryside//

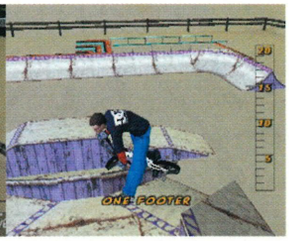


Cars provide little genuine interaction.

BMX SCALEXTRIC

One reason you'll be playing *Dave Mirra* for more than a couple of weeks is the BMX Park Creator. Here you choose from different themed locations and can plant all manner of ramps, half-pipes, rails and obstacles for your BMXing pleasure.

1. Simply select a location, in this case a beach park.



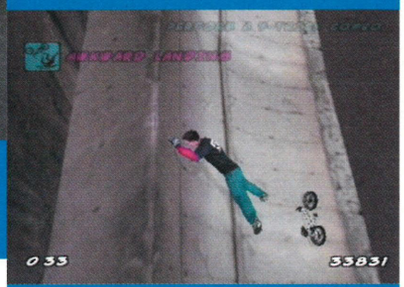
3. ...and you're off. So that'll be infinite levels, right?

2. Scroll through and choose your equipment...

BAILS AND BRUISES

Scraped skin and broken bones seem to pass as currency in the Pepsi Max-fuelled world of extreme sports. Key to progress is the need to earn the respect of the local riders and sponsors and the only way to do that is to earn your blood-red badge of courage.

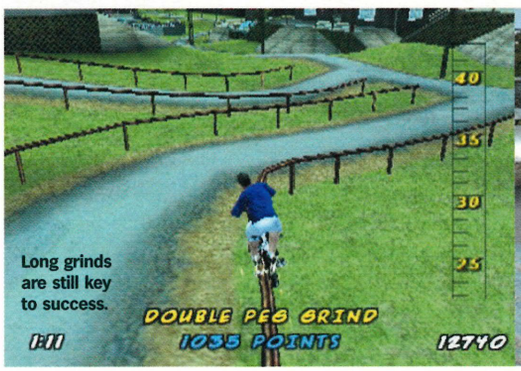
1. Pre-book that ambulance! These do or die-style stunts just leave you heading for another uncontrolled descent to earth.


2. Mr Mirra's injuries are bloodless but ball-bustingly brutal. Leaving the rider sobbing into the Tarmac.

3. The realistic skeleton animations ensure that a battered body folds, falls and slips from the top of a ramp to the bottom. You can almost smell the pain.

Clever level design allows trains, stairs and cranes to double as ramps.

Point scoring challenges form the basis for each run.



Long grinds are still key to success.

Showing off gets you nowhere – except maybe to casualty...

challenges. Ride up to one of the local BMX riders and he'll give you a task such as clearing a certain ramp or performing a special trick in a designated place. Obviously, impressing the locals with your skills is a sure fire way to progress but also provides more replay value in repeating levels so as to find and complete the many tasks.

BUNNY HOPPING VISUALS

Aside from this innovation, the game follows the now established *Tony Hawk's* method of laying down several tasks to complete, such as trick score totals, finding and destroying a number of objects and discovering certain difficult-to-reach areas. This is an effective motivator, forcing you to learn and fully explore every level if you are to continue further. It also has the added bonus of enabling anyone familiar with Activision's extreme sports titles to instantly feel at home.

Unfortunately a lazy game camera causes a few problems on certain locations where a roof or overhang leaps out and obscures your view. Turning your bike too quickly also has the effect of rendering you 'blind' to what's ahead and often results in you missing a ramp or putting you off course for a trick. The only way around this is to take time lining up certain manoeuvres which consequently interrupts any rhythm you may have built up. Furthermore, players occasionally pass through solid objects unimpeded only to crash into a wall. Frustrating to say the least.

With the challenges of Career mode offering the core of the game, there are a number of rather limited multiplayer options. Here you take it in turns against a friend to see who's the best BMXer. These vary from doing the biggest single stunt in 30 seconds to matching your opponent's trick exactly (the first one to mess-up three times is the loser). They are joined by other slightly short-lived games: 'causing the most harm to your rider' and 'making the longest grind'.

Put simply, *Dave Mirra Freestyle BMX 2* is glorious but flawed. Challenges are numerous, involving and well designed. Arenas are vast, the riders are immaculate and the stunts inventive. A few errors might mar the surface details, but the greatest shame would be if this rollicking rider remained ignored once again. ☐ **Alex Cooke**

Replays show the tricks at their best.

DAVE MIRRA FREESTYLE BMX 2

Why we'd buy it:	Why we'd leave it:	Orthodox but impressive, *Dave Mirra 2* isn't perfect but what remains should enthral and excite.
- Inventive array of tricks - Spacious riding areas - Numerous and varied challenges - Fantastic, bone-snapping falls	- That nonchalant camera - In anticipation of *Tony Hawk's* - The occasional collision error	

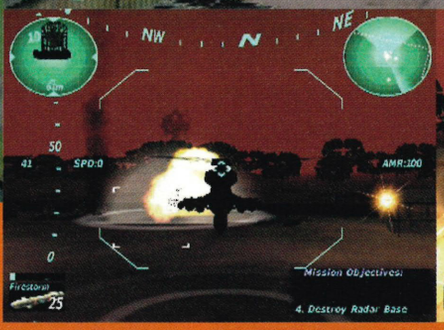
Graphics	Vast but sometimes flawed	06
Sound	Pompous frat-rock rules	07
Gameplay	Involving and entertaining	07
Life span	More than enough to tease and frustrate	08

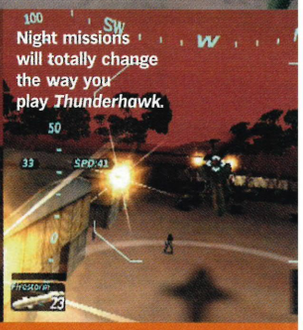
07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

The in-cockpit view can be tricky but gives an authentic experience.

Got a short memory? Your HUD will remind you what's left to do.





Night missions will totally change the way you play *Thunderhawk*.

THUNDERHAWK: OPERATION PHOENIX

Congratulations on purchasing the AH-74 Thunderhawk. Please read the following before fighting the good fight.

Publisher: Eidos
Developer: Core Design
Price: £39.99
Players: 1
Out: Now
Web site: www.eidosinteractive.co.uk/games/info.html?gmid=112

Back story
Fully 3D from the outset, Core's *Thunderhawk* franchise kicked off on PC and Sega Saturn in 1991. By the time *Firestorm: Thunderhawk 2* hit the shops in 1996 it met the relatively new PSone head-on with the series' familiar fusion of accessibility and sim gravitas. Time for a PlayStation 2 refit...

Robert Duvall in *Apocalypse Now*, Jan Michael Vincent in *Airwolf*, John Holmes in, well everything he ever did. They all understood the fun you can have with a superior chopper. Odd then that aside from the civilian heli-fest of *City Crisis* and the Toy Snorey exploits of *Blade's Revenge*, game developers have been slow to let gamers experience the rush of flying without wings.

Enter (from directly above) Core Design's *Thunderhawk: Operation Phoenix*. A threequel to the platform-hopping combat helicopter series that carries the distinctive family genes of arcade accessibility and combat sim credentials.

Not that there's anything particularly arcadey about the front end design of the game. Pop the disc in, eyes front and your screen will be annexed by a suitably militant succession of menus designed to take you, with the minimum of fuss from the briefing room to the front line. No lengthy loading times, no civvy street arsing about. But wait, what war are we fighting again?

As with the Thunderhawk chopper itself, the conflict forming the action's back story is a hybrid of gameplay enhancing fiction and fact. It seems that a co-ordinated wave of attacks by extremist terrorist groups has caught the principle nations of the world off guard. In order to combat this underground menace (well, as underground as an enemy capable of deploying tanks, surface-to-air missile batteries, heavy artillery, helicopter gunships and scores of troops can be) these self same principle nations have pooled their military resources and technologies, declared a state of emergency and called the lot Operation Phoenix. That's where you and your chopper come in.

WHUPPA WHUPPA

The action hovers around four campaigns each of which is subdivided into progressively more challenging missions, designed to drag you and your AH-74 gunship through the warfare hedge backwards. And as you might expect, the happy bonus of tackling a multinational enemy is that you get to blow them six ways from Sunday in a variety of climates and terrains. Say hello then to the Middle East, Alaska, Africa and Eastern Europe.

The missions themselves are a mixed bag ranging from the blindingly obvious fly-unruly-terrorists-home-for-Stella-and-Pringles variety to the positively 007 delights of clearing a terrorist-seized train en route to a major city with both hostages *and* a hair trigger nuclear device along for the ride. Even Dubya's world irritant National Missile Defence program gets hijacked literally and figuratively for topical mission fodder. However, even where your sortie objectives *are* of the more humdrum nature, *Thunderhawk* has a habit of seeing to it that they unfold in a dense sea fog or through the indistinct, kermit complexion glow of night vision goggles. Not so straightforward after all.

//Reduce the gameplay broth and the essence of *Operation Phoenix* is blowing stuff up//

Reduce the gameplay broth though, and however you ladle it, the essence of *Operation Phoenix* is in blowing stuff up. And in combat sims this is only ever as good as your hardware and the way it handles. For those of you who relish flight sims accompanied by the kind of jargon rammed instruction manuals that are heavier than a human head, *Thunderhawk*'s simple control system will be a crushing blow. Good. Because what Core has done is carefully tread that easily trampled line between intuitive simplicity and baffling worthiness, and made it

ACRONYMS OF DOOM!
The AH-74 can carry a dizzying array of weapons. Here are the pick of the bunch.

1. EMP Rocket
Unleashes a circuitry fritzing electromagnetic pulse. Perfect for attacking hijacked branches of Dixons.

2. 50mm Cannon
Not so much a gun as a reason to fill your shorts.

3. AGM-65 Maverick II Missile
TV guided with POV cam for 'hilarious' Benny Hill-style tank chasing.

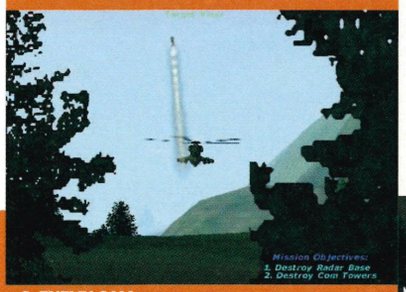
4. AGM-214 Firestorm Missile
Lock-on, fire and forget. The ultimate all rounder. Get some of these.

5. MWAR
Multi Warhead Aerial Rockets. Approaches target and releases a cluster of energy projectiles. Kills many.

BOOM WITH A VIEW

This game knows that 21st Century warfare needs to look good. What's your point of view?

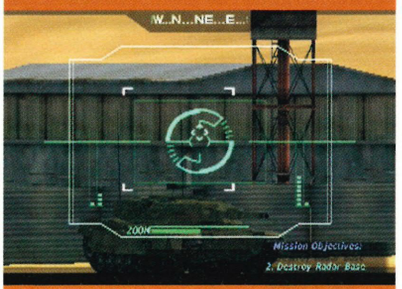
1. COCKPIT CAM
Advantage: Ultra-realistic.
Disadvantage: Standard issue fluffy ornament is somewhat of a distraction.



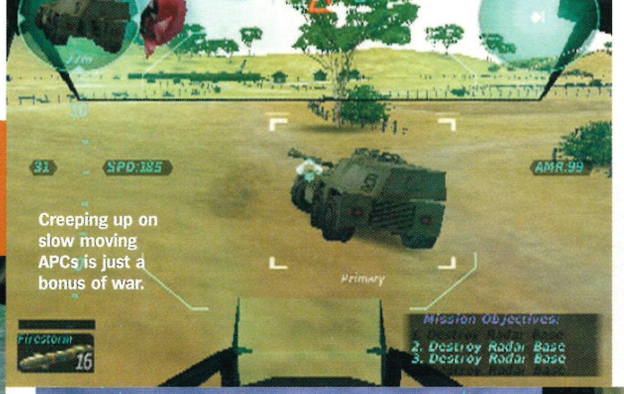
2. ENEMY CAM
Advantage: Lets you know how exposed you are.
Disadvantage: Lets you know how exposed you are. Which can be a leetle disconcerting.

3. AWACS CAM
Advantage: You can see your house from here.
Disadvantage: Impossible to distinguish enemy tanks from large boulders.

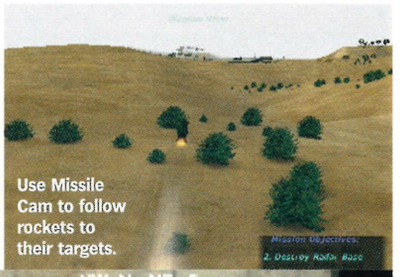
4. MISSILE CAM
Advantage: Are you kidding?
Disadvantage: None really, unless you're on the receiving end.



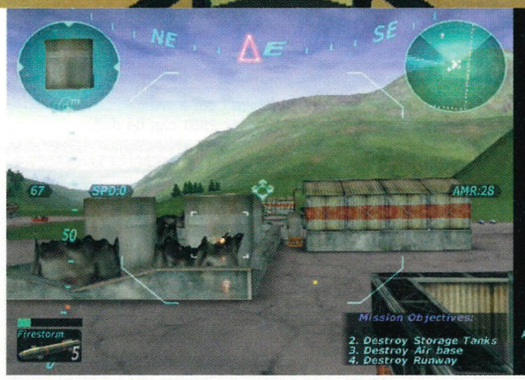
5. SNIPER CAM
Advantage: You can see what an enemy had for tea.
Disadvantage: You won't see the wave of enemy gunships approaching from the rear.



Creeping up on slow moving APCs is just a bonus of war.

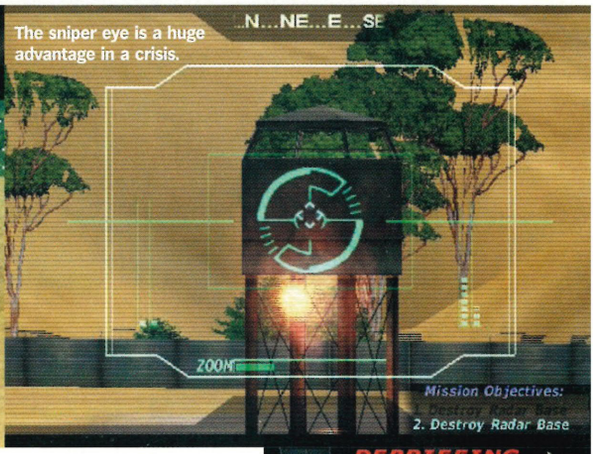


Use Missile Cam to follow rockets to their targets.



Your target? Erm, a dangerous, grey concrete thing.

Some missions require you to make conventional bombing runs.



Remember. You're not hiding, you're loitering strategically.

The sniper eye is a huge advantage in a crisis.

work on a Dual Shock 2. The left stick controls movement forward, back and banking left and right. The right stick controls vertical movement and strafing. Shoulder buttons make weapon management a breeze, while icon buttons take care of targeting and radio support. Simple. It's to the developer's credit that you really can master the basics on the fly. You may want to practice a little before tackling a fuel dump though.

As for the hardware? Take a look at the buffet of rocket-assisted widow makers available as your off the shelf arsenal and you may wonder how your gunship ever gets off the ground. From the humble 8mm chain gun to concrete/armour burrowing flechettes, you won't be wanting for ways to rearrange body-parts and real estate. In fact, perverse as it may sound the quantity and quality of the weaponry is almost too effective. Use the chopper's powerful sniper zoom with a 50mm cannon and you can take out most opponents from your hangar. Load up with 32 possible fire-and-forget Firestorm missiles and with judicious cat and mousing behind terrain there are few of the open time limit missions that will really tax the patient pilot. Blame the Gulf War.

Graphically, *Operation Phoenix* is solid rather than spectacular but does boast some impressive touches. For example, missiles arc and dive to target authentically, and if you're not too busy you can opt to follow their progress through point of view cams. You can also view the area from a circling AWACS reconnaissance plane and even experience your current target's viewpoint. Environments do seem a little sparsely populated at times but the terrain is nicely modelled and zips away beneath you at fair old pace. Equally, the weather effects are well implemented and the explosive sound effects are gut-shakingly effective.

When it comes to the debrief, *Operation Phoenix*'s stab at a sim/arcade hybrid is a success. Arguably, combat sim fans may find the game's selective realism too lightweight, but for gamers who want a little meat with their plug-and-play pyrotechnics this a superbly balanced addition to PS2's war chest. ☐ **Paul Fitzpatrick**

Try and focus on the medals. Those crossed out choppers aren't important. No.

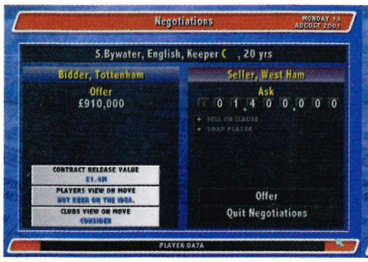
THUNDERHAWK: OPERATION PHOENIX

Why we'd buy it:	Why we'd leave it:	An enjoyable and fluid game that suffers only for trying to please all the people all of the time.
- Great control system - Superb array of lethal weapons - Flying at 50 feet off the ground is a blast	- The graphics could've been sharper - Hardcore sim fans won't be taxed for long - You're a pacifist	

Graphics	Smooth but could have been smoother	07
Sound	Functional and fantastic for it	08
Gameplay	Enjoyable if a little repetitive	06
Life span	Later missions give the game legs	07

07

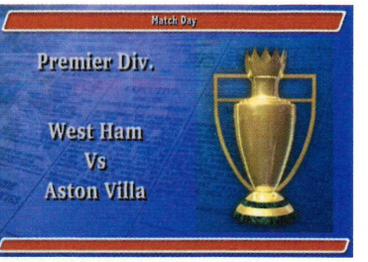
PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT



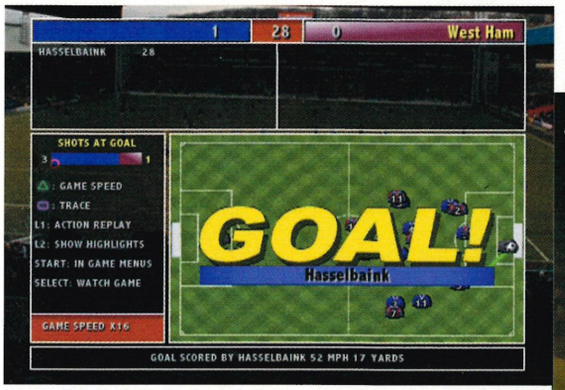
Transfers are a little unrealistic – Steven Gerrard can be bought by Wimbledon...

A statton's dream come true. Crunch numbers, buy players, lose trophys...

Each player has a wealth of statistics making team selection like maths.

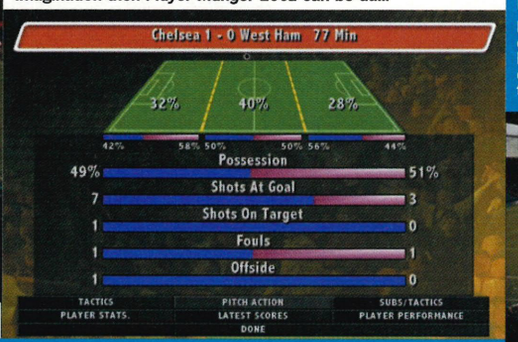


Results rarely surprise – real football is never predictable. Even Man U get beaten in real life...



Champ Manager it isn't, the only footy management sim on PS2 it is.

Numbers are king. If you haven't got a vivid imagination then *Player Manger 2001* can be dull.



SIR ALEX FERGUSON'S PLAYER MANAGER 2001

Follow Fergie and take your team to the top of the Premiership.

Publisher: 3DO
Developer: Anco
Price: £39.99
Players: 1
Out: Now
Web site: www.anco.co.uk

Back story
The most successful football manager of modern times lends his name and face to the first PS2 portrayal of Anco's long-running series. As ever the aim remains the same: lead your team to glory via tactical nous and shrewd transfer dealings...

Since the success of *Championship Manager* on PC, attempts to shoehorn a decent managerial title into a console have been of the quart/pint pot variety, often omitting key responsibilities. With the advent of PS2, Anco is confident that *Sir Alex Ferguson's Player Manager 2001* features the full gamut of managerial duties without compromise. As such, a full roster of Premiership, Nationwide and Conference sides are at the player's disposal, alongside a mixture of tactical know-how and transfer-wheeler dealing that would do Harry Redknapp or Barry Fry proud.

This is football's version of *Jim'll Fix It*. It's the only way Coventry will ever top the Premiership, a game where pretty much any outcome is possible and the miracles are effected via a simple menu system. On selecting your team, the first hour is spent recruiting coaches, establishing training sessions and scouring the transfer network. To this end, the Dual Shock 2 proves a useful ally. Anco has kept the menu system to a sensible level, using the shoulder buttons to summon additional menus which act as short cuts to contracts, scouting reports and other necessary information you need to run a football club.

Whether it is with Luton or Leeds, success in *Player Manager* comes via predictable logic. With the available coaches marked out of ten, it is apparent that employing the highest rated will – yes – produce the best results. Therefore, although *Player Manager* does make organising tactics simple via one-touch controls, it comes at the price of gameplay boiled down to a 'do well, make money, buy Beckham, do even better' format. This may be representative of the miracles Sir Alex has performed in the last ten years, but is not conducive to an enthralling simulation.

Despite Anco's pledge to deliver the full managerial experience, the game still falls some way short with its transfer dealings particularly limited. Although the negotiations include setting wages and bonuses, actually agreeing a price is ridiculously simple. No team wants to part with their best stars, but players such as Kieron Dyer and Steven Gerrard can be bought by the likes of Bolton or Wimbledon simply by matching or even undercutting the meagre asking prices. Worse still, even the struggling, smaller teams sell their best players at bargain prices, negating any need for tracking players or scouring for bargains.

This is a pity as a key part of managerial games is discovering an unknown player, and its loss merely reiterates *Player Manager*'s simplistic nature. A few more unpredictable elements and giant-killing defeats wouldn't go amiss either, but with Sir Alex overseeing the game, maybe he's forgotten what it's like not to win the league at a canter. Nevertheless, it took him a decade of hard work to succeed, and making it seem so simple does him, his game and armchair managers a huge disservice. ☐ **Steve Merrett**

WHEN SATURDAY COMES

Match day is when all that planning and organisation comes to a head and the helplessness of watching your team put your orders into practice can be particularly tense. To this end, Anco has incorporated three views.

1. A tactical view wherein icons play out the game in an abbreviated form.

2. A Highlight mode that gives an accelerated view of the entire match.

3. Or a full match with awful graphics, terrible player logic and poor passing by the strikers...

SIR ALEX FERGUSON'S PLAYER MANAGER 2001

Why we'd buy it:	**Why we'd leave it:**	**Like the ruddy-faced Ferguson, *Player Manager 2001* is tactically adept, yet often without charm.**
- Easy-to-use - Effective pointer and menu controls - Huge player database - Full domestic and European cups	- Predictable logic kills quirky results - Dreadful match highlights - Over-simplistic transfer process - Quickly becomes routine	

Graphics	More menus than a dozen Café Unos	06
Sound	Subdued, with beeps and match day roars	03
Gameplay	Soon falls into a rut of basic tasks	03
Life span	Predictable AI stunts growth	05

06

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

"Without Doubt The
Premier Hip-Hop Event In Britain"
HIP-HOP CONNECTION

SUNDAY 7TH OCTOBER

BRIXTON ACADEMY

211 Stockwell Rd,London SW9 5pm-11pm

THE 6th

PS2™
PlayStation.2

UK B-BOY CHAMPIONSHIPS 2001

"The Art of War"

Battling for floor supremacy,
the Worlds best crews from
**UK, USA, JAPAN
HUNGARY, FRANCE
GERMANY, SPAIN
& DENMARK**

Solo Title
16 OF THE WORLDS MOST INCREDIBLE B-BOYS BATTLE ONE ON ONE

Hosted by B-Boy Legend
CRAZY LEGS (ROCK STEADY CREW)
& AFRICA ISLAM (UNIVERSAL ZULU NATION)
DJ's: THE MIGHTY FUNKIN'PUSSY SOUND SQUAD
Plus explosive live acts & Performances!

TICKETS £15 IN ADVANCE Brixton Academy Box Office:020 7771 2000 Order Online: www.bboychampionships.com

Unleash the power.

Action Replay 2™ V2 is the all-in-one gaming solution for PlayStation®2 - giving you the power to bust open even the toughest games, and much, much more.

All Vehicles

Using 100% unofficial cheats created specifically for AR2, you can uncover game secrets at the press of a button. Give yourself stacks of cash in Gran Turismo 3; unlock the Rally Mode; drive the Super Sports Cars; buy any car you want; take total control of the action!

Extra Characters

Even game programmers don't have access to the kind of powerful cheats that AR2 V2 provides. Gain access to hidden characters; skip straight to secret levels. Give yourself an unfair advantage in virtually any PS2 game – before your opponent does!

Infinite Health

Become invincible. AR2 V2 can make you unbeatable by granting you special powers such as infinite health and extra lives. Simply choose your cheats from the on-screen menu. Now you're ready to beat even the toughest games – you'll never get stuck on level one again!

Infinite Ammo

Put the power in your hands. Grab all the best guns and even the odds in your favourite PS2 games. AR2 V2 is updateable with new codes for all the latest games, so your cheat library will just grow and grow!

Virtual Keyboard

Enter new game codes using AR2's virtual on-screen keyboard, then save them for later.

Easy to Use

With an intuitive user interface featuring enhanced graphics and sound, using Action Replay 2 has never been easier.

r.r.p. £29.99

for PlayStation®2

Manage your Game Saves

This powerful feature lets you copy, transfer, format and delete game saves quickly and easily. You can even compress your files to save memory card space!

Watch Import DVD Movies

Play any region DVD movie on your PS2 without modifying your console. Bought a state-of-the-art TV? No problem – for the first time, AR2 V2 also lets you watch DVD movies in high quality via RGB or SCART.

The screenshots from PS2® games are used to illustrate AR2's compatibility with these titles, and they are the copyright of their respective owners. AR2™ V2 is NOT endorsed, sponsored or approved by any of these copyright owners.

Actual appearance may vary

AVAILABLE FROM ALL GOOD RETAILERS INCLUDING: electronica boutique · GAME · HMV · Virgin megastores · MVC · COMET · WHSmith

Or Order From: codejunkies www.codejunkies.com

©2001 Datel Ltd. Action Replay 2™ is a trademark of Datel Ltd. PlayStation®2 is a registered trademark of Sony Computer Entertainment, Inc. This product is not sponsored endorsed or approved by Sony.

AR2™ V2

- An incredible new-look user interface with improved graphics and sound
- A bonus CD packed with over **thirteen thousand** cheats for PlayStation™ One games
- Support for a new range of exciting add-ons to help you get the most out of your gaming
- A sophisticated Memory Card Manager designed to give you full control of your PS2® game saves
- Thousands of PS2® codes - beat virtually every PlayStation™ game including Gran Turismo 3™
- A powerful movie player that allows you to play movies from any region on your PS2® in full colour, even via RGB/SCART.

INCLUDES CODES FOR GRAN TURISMO 3™

STOP PRESS!
OVER 100 PS2™ GAMES SUPPORTED
...OVER 1500 CODES - AND RISING!

GREAT WAYS TO EXPAND YOUR AR2™

Mega Memory 16MB
Double the capacity of a standard memory card. 100% compatible with AR2 V2. r.r.p. £29.99

X-Drive
The ultimate storage solution for PS2®. Each Zip® disc has a storage capacity of 12 standard memory cards. Includes free Zip® disc. r.r.p £99.99

X-Port
Connect to a PC using X-Port™ and in no time you will be downloading new codes direct to your AR2™. With X-Port™ you can also exchange regular PS2™ game saves and even Yabasic programs via the internet. r.r.p. £29.99

USB Keyboard
Enter new codes and enhancements with ease! Works as a game controller on compatible games including Unreal Tournament. r.r.p. £19.99

DVD Surfer
DVD Surfer™ is a fully-featured infra-red controller that allows you to watch your DVD movies in comfort. r.r.p. £14.99

USB Hub
Plug up to four USB peripherals into your PS2® at the same time with this easy-to-use accessory from Datel. r.r.p. £29.99

Ever really *really* needed to catch a train? All aboard *Spy Hunter*'s UK mission.

ON THE DVD

SPY HUNTER

Inspired remake or lazy franchise tail-gater? Your mission is to find the answer.

Publisher: Midway
Developer: Paradigm Entertainment
Price: £39.99
Players: 1-2
Out: Now
Web site: www.midway.com

Back story
Bally Midway's 1983 coin-op classic *Spy Hunter* was created by one George Gomez whose name and birthdate were immortalised in the famous car's serial number (G-6155). *Spy Hunter II* was released in 1987 and featured co-operative play and a 3D perspective, but failed to capture gamers' imagination like the original.

Good ideas. People must have them all the time. If they didn't there wouldn't be any around for people to revisit at a later stage, as they're in the habit of doing. Movies, music, games – they're all subject to that fine tradition known variously as the homage, the remake, the rip off. Cynicism aside, the sad fact is that having someone else's good idea is no substitute for having a stab at one of your own.

But just as original ideas don't always set the world ablaze, occasionally revisiting the past can act as an inspirational kick in the pants and become part of something rather good. So it is with *Spy Hunter*, the spiritual successor to 1983's arcade legend and one of the most purely enjoyable things to happen to the racing game.

Ironically, the original top-down scroller was American publisher (Bally) Midway's slightly unoriginal, 007-envy-made-coin-op-paydirt. In fact, the game's famous theme – the chugging sonic juggernaut of Mancini's *Theme From Peter Gunn* – was only used when access was denied to the James Bond theme. And a good thing too. Forced to strike out on its own, the game built its huge appeal from a seductive combination of simplistically addictive Good vs Evil gameplay and a novel 'Is it a car? Is it a boat?' hook.

But as ABC's Martin Fry was prone to warble, that was then, and this is now. Neon socks, Grifters and Rubik's Cubes have long gone. Hell, for a fair

//The best compliment you can make of *Spy Hunter* is there is nothing else like it//

slice of people reading this, 1983 isn't the past, it's pre-history. So come on gramps, what do you do?

NOSTRA, the gentleman's club with ambitions to world domination and leather furniture is about to launch the Four Horsemen of the Apocalypse, a quartet of death affirming satellites. Only the International Espionage Section can stop this diabolical plan, and due to staff cut backs this boils down to you and a bespoke gadget wagon known as the G-6155 Interceptor. Looking like the kind of four-wheeled fantasy car designers doodle before pesky factors like cost and reality get in the way, the Interceptor is a rocket-assisted insurance premium-nightmare.

Not only does it hit 132mph faster than it takes for a single syllable expletive to stick in your throat, but it comes with upgradeable offensive and defensive countermeasures, *and* the automotive equivalent of a split personality. Drive the Interceptor into water and it will mechanically mutate into a speed boat alter ego. What's more, each incarnation contains a single-seater escape vehicle which is launched when the damage racks

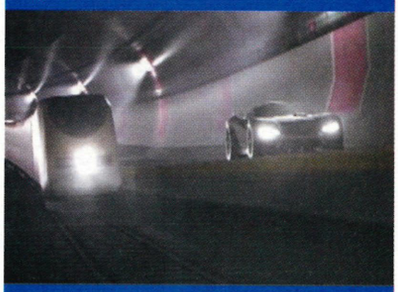
EXTRA EXTRA!

DVDs kick ass. Room for a great game *and* a slew of tasty extras.

As if playing *Spy Hunter* weren't enough entertainment for one disc. Midway are spoiling gamers with the kind of extras that have made buying films on DVD such a rewarding experience. In addition to a funky music player that lets you select any of the featured tracks, there is an FMV player with some great bonuses. Tear through the missions and you can unlock two music videos by Saliva (one of which is a mentalist metal take on the *Spy Hunter* theme), concept art, a comprehensive *Making Of* featurette and a fascinating early test animatic for the game. A superb way to exploit the capacity of DVD and give gamers more.

The menu screen. No cheats just yet, so where will you begin?

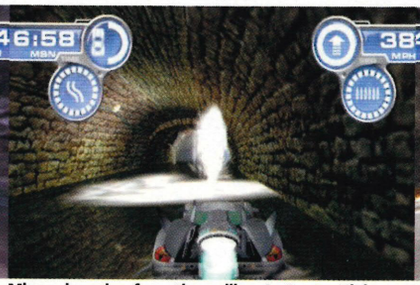
Listen to and watch the special tracks made for *Spy Hunter* by Saliva...



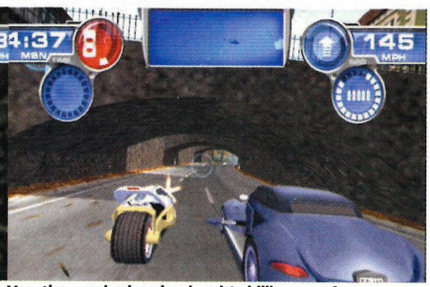
Or watch your favourite, climactic mission moments in all their FMV glory?

By land, air and sea, the bad guys don't let up.

That target is a stolen Interceptor. Move it.



Mines dropping from the ceiling. In Dover. Right.

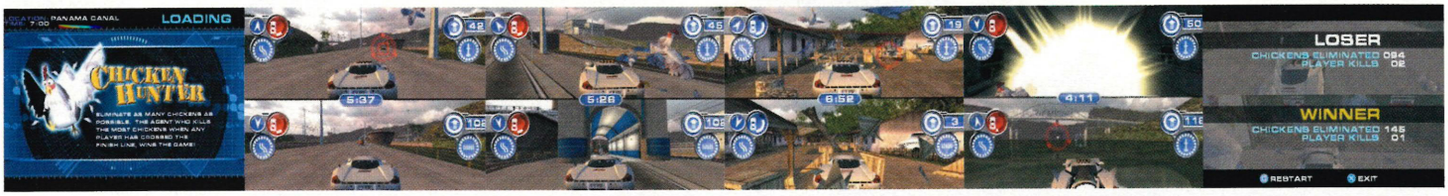


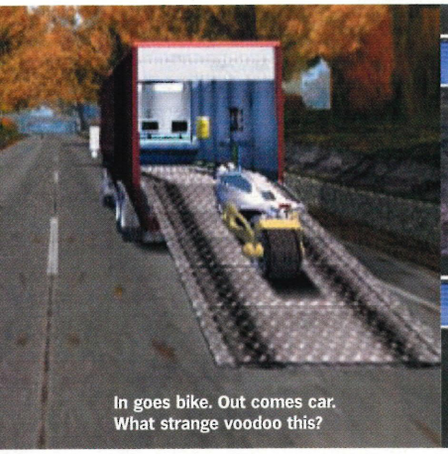
Yes, the car looks nice but it's killing you fast.

FOUL PLAY

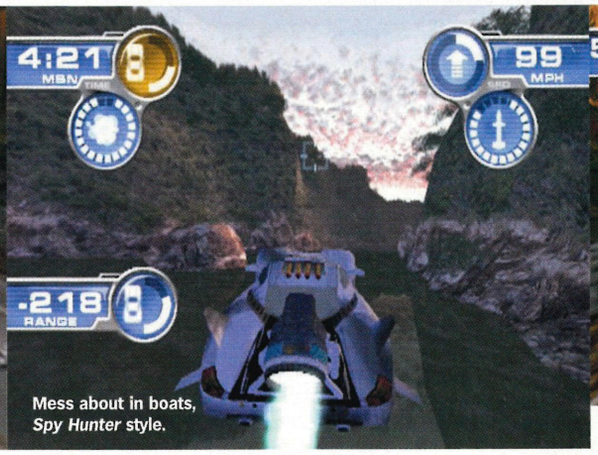
Two-player bird-crushing madness in *Chicken Hunter*.

A fantastic bonus of progressing through *Spy Hunter* is an inspired two-player level called *Chicken Hunter*. The object is simple and the results hilarious. Part deathmatch, part animal rights horror, *Chicken Hunter* has you racing through the Panama Canal level trying to knock down as many chickens as you can whilst nobbling your opponent along the way. Cue non-stop carnage of the foulest kind…





In goes bike. Out comes car. What strange voodoo this?



Mess about in boats, *Spy Hunter* style.

If the guns don't take you out the NOSTRA cars will try and grind your chassis into oblivion.

up. For the boat there is an armoured Jet-Ski while the car contains a bike with radials that wouldn't look out of place in Judge Dredd's local Kwik-Fit.

I SPY WITH MY LITTLE EYE

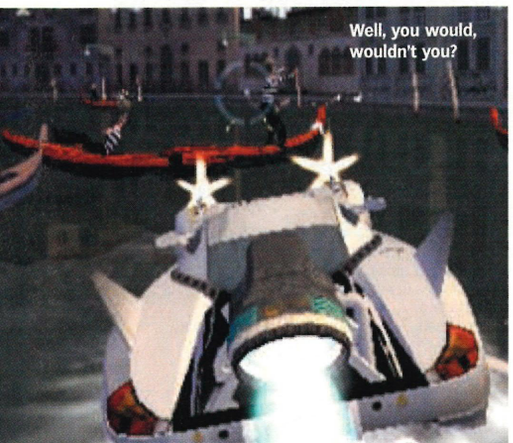
Your overall job is to kibosh NOSTRA's evil scheme and in so doing, deny them the means to buy any more smoking jackets. In practice this equals 14 route-based, time limited missions, divided into primary and secondary objectives and set in sexy locations from Panama to the world famous canals of... *Dover*? Well this *is* an American game.

Take the Florida Keys-based Swamp Venom mission for example. Your primary objective is to destroy a series of NOSTRA owned turbines polluting the local environment. Secondary objectives include preserving civilian life, electronically tagging NOSTRA cargo trucks and picking up a number of SATCOM markers. Now throw bomb dropping helicopters, gun towers and depth charge spilling speed boats into the mix and you have a surprisingly modern, old school arcade experience. Addictive as booze and damn tricky.

Progressive missions are opened up only when you gain the requisite number of objective points and there are many ways to fall short. Yet, each level is such a well-designed, tightly-coiled blast that revisiting incomplete missions to improve your performance is never a chore. And although each level is basically an explosion-filled trip from A to B, the developer has gone to great lengths to hide the linearity with multiple routes that are often ingeniously hidden. Combine that factor with the constantly replenished threats and the ticking clock, and the game's modest 14 level tally seems bigger than it actually is.

The Interceptor's controls are well laid out and make the later-level juggling of guided missiles, lasers, electromagnetic pulse gun, GPS tags, oil slicks and so on, a relative breeze. A good thing since there's nothing worse than lining up an enemy jet in your sights at 120mph only to fart a smoke screen out of the back of your car by accident, and hit a wall.

Spy Hunter's graphics are clean, crisp and move at an impressive lick with no slow-down and only the occasional incidence of pop-up when water based sections open up the draw distance. The Interceptor's transformation animations are cool and the developer has done a top job with the water effects. However, the best compliment you can make about *Spy Hunter* is that there really is nothing else like it out there. True, it could be longer, but the quality of the experience is such that it's hard to fault. This is arcade action like it's supposed to be. Fast, challenging and deeply addictive. In short, it rocks. A bit like a certain coin-op classic from way back when. ☐ **Paul Fitzpatrick**



Well, you would, wouldn't you?

SPY HUNTER

Why we'd buy it:	**Why we'd leave it:**	**Capturing the spirit of the original, *Spy Hunter* makes the most of PS2's power to deliver a cracking arcade racer.**
- It's splendid adrenaline-spiking fun - It's a racer *and* you get to blow things up - Two words. 'Chicken Hunter'. You'll see	- You're a joyless curmudgeon - You can only do one thing at a time - No. That's it	

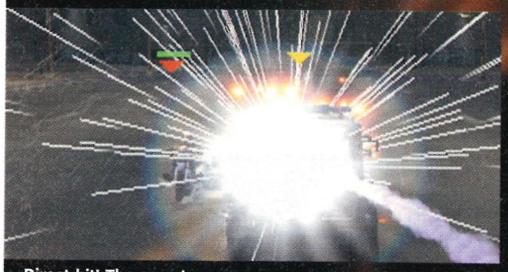
Graphics	Sharp, smooth, fast	08
Sound	*Peter Gunn* and some corking whizzbangs	08
Gameplay	Simple to pick up, hard to perfect	09
Life span	Not huge, but quality throughout	07

08

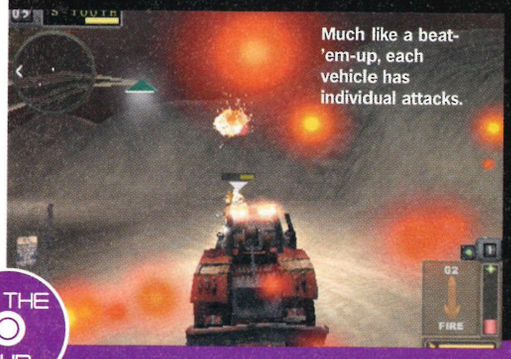
PlayStation.2 VERDICT

***Spy Hunter* lets you take the zero tolerance line with people cutting you up on the motorway. Again, and again.**

So you've completed the main objective. But the mission has only just got going...



Direct hit! The sweet, sweet schadenfreude of *Twisted Metal: Black*.



Much like a beat-'em-up, each vehicle has individual attacks.

US Game Design 101: bigger, faster, MORE! Well, it's worked wonders here.

ON THE DVD

TWISTED METAL: BLACK

There's been a nuclear war, so what do the survivors do? Drive around killing each other of course...

Publisher: SCEE
Developer: Incog Inc
Price: £39.99
Players: 1-4
Out: Now
Web site: www.twistedmetalblack.com

Back story
The previous *Twisted Metal* games on the PSone boasted a similar blend of vehicle-based combat, without the post-apocalyptic twist. Combat occurred in a diverse array of arenas, from lush fruit orchards to trailer parks. More popular in the US than the UK, can *The Metal* step up to the mark?

All things considered, a teenager growing up in the Eighties had it pretty damn bad. Some would argue it was a time of great musical developments and a rich period in terms of popular culture (they'd be wrong though). But socially, and politically, they sucked big time. For any child of that decade – and it's a fair bet that includes the majority of today's game designers – the threat of nuclear war hung over everything.

Heck, for every episode of *The A-Team* or *Manimal*, there were two new dramas or documentaries or public information films dealing with the topic of WWIII. *Threads. The Day After. When The Wind Blows...* it's little wonder that the constant threat of global destruction left its mark on the pop culture of today.

Unfortunately, much in the same way that we're all a bit blasé about nuclear war itself, despite the threat being no less reduced in today's climate of political snook-cocking, the post-apocalyptic videogame has become something of a over-used theme. *Twisted Metal: Black* is one long cliché, from its ravaged cityscapes, to its irradiated oil fields. But, like the heroin addicted rock star, clichés can still be rather wonderful.

The previous *Twisted Metal* games – the *Twisted Metal*-in-all-but-name-*Star Wars Demolition* excepted – were rather great. Admittedly, they won few awards, and annoyed many with their lack of pretentiousness, but as far as vehicle-based mayhem goes, they don't get much more mayhem-laden. Until now, that is. On the most basic level, *Twisted Metal: Black* is exactly the same game as its forebears. The bottom line gameplay and structure has not changed one iota. Choosing to go for a quick one-off bout of combat, the debilitating Endurance mode, or the vaguely pointless, but level and vehicle-unlocking 'story' game, you simply pick your chariot, select your level, and get stuck in with blowing merry heck out of a number of opponents across power-up-laden arenas of varying sizes. Complicated brain science it ain't. What it is, however, is a PlayStation 2 game, and to that end while *Twisted Metal: Black* may do everything that its predecessors did, it does them bigger, faster and more impressively.

The vehicles are the usual mix of comic book excess, with each having its own special attack and beat-'em-up inspired special moves, in addition to the standard missiles and cannons.

Arenas vary in size, altering the intensity of the mayhem.

Nothing like acid rain first thing in the morning.

GUN METAL BLACK

Twisted Metal: Black **boasts more than enough weaponry to satisfy even the most extreme psycho. Here are a few of our favourites.**

Gas Can
It's a gas can. Only you propel it at speed towards your enemy. As painful as it sounds.

Rico
This razor-sharp disc can be bounced off scenery. The more it bounces, the more damage it does.

Zoomy
Launches a barrage of ten missiles. One of the most devastating weapons in the game.

Sat
Activating the Sat drops a storm of missiles upon an unsuspecting opponent's head.

Freeze
Traps an opponent in a block of ice, giving you time to line-up a truck-trashing attack.

It might look bleak, but hang on, you've got a Zoomy. Not so bleak now is it?

Kill all your opponents and win. Complicated, it isn't.

It looks beautiful and moves super-fast. Sometimes a bit too fast to play properly.

The Two-player mode boasts a wide selection of modes – deathmatch, above, is among the best.

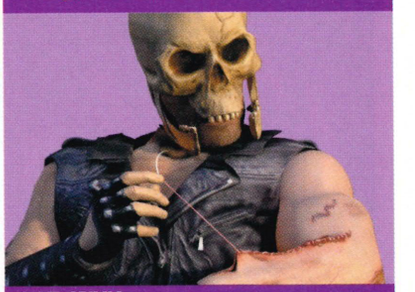
Single-player proves a bit of chore, but it does open up more levels for the Two-player mode.

THE FREAKS COME OUT

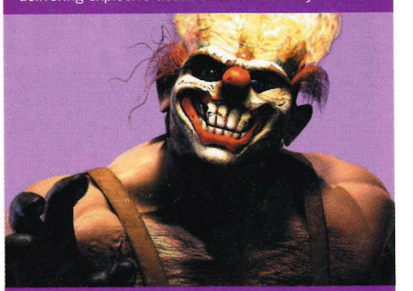
A cross-section of *TM:B*'s rogue's gallery.

1. BLOODY MARY
Hating men after being rebuked by a childhood sweetheart, Bloody Mary stole the bride's car from her best friend's wedding, and now fills the emptiness in her heart by murdering people.

2. PREACHER
A redeemed sinner, Preacher seeks salvation by putting paid to evil-doers, and wooing a legion of equally demented zealots. Preacher delivers his message from his mobile chapel, replete with its burning fanatic strapped to the bonnet.



3. MR GRIMM
A Vietnam War veteran, Mr Grimm is still haunted by the horrors he witnessed in combat. He numbs the pain by driving a customised motorbike, and delivering explosive death to all and sundry.



4. SWEET TOOTH
A former surgeon, the hideous Sweet Tooth killed his first victim on the operating table. Now he drives a weapon-laden ice cream van in an effort to lure innocent victims to sample his creamy 99.

//*TM:B* does everything its predecessors did only bigger, faster and more impressively//

However, while it's agreeable to freeze your opponents, catapult exploding religious fanatics through windscreens, or launch devastating missile salvos from orbiting satellites, the real joy is in the exploration of *TM:B*'s absurdly large levels.

TWISTIN' MY METAL, MAN

Unlike the previous games in the series, these levels are alive. The city stages alone are bristling with hapless pedestrians, and rush hour traffic, that frequently finds itself between you and your target. Think *Crazy Taxi* with guns and bombs, and whacked off its nips on absinthe, and you'll have some idea of what to expect. In addition, fans of the series will be enraptured to hear that the scenery can still be torn apart by your weapons, or used to hinder your opponents' progress; scrap metal crushers, and cliff edges both play their part for the wily combatant. Adding to this unexpected sense of strategy are the recharge stations. With health pick-ups hard to find, memorising the position of these energy ports is essential.

You might gather that *Twisted Metal: Black* is somewhat essential in Multiplayer mode – and it is. Few PS2 games manage to match it explosion-for-explosion, and bitter rivalries soon develop. The only disappointment is some unexpected slow-down when playing in Split-screen mode, a shame because the graphics are otherwise stunning.

Stunning? As you'd want, *Twisted Metal: Black* is a graphical tour-de-force. In Single-player mode at least there's no glitching, and no pop-up. Given the complexity of some of the levels, this is nothing short of remarkable. When you factor in the speed of the game, it's a borderline miracle.

In fact, *Twisted Metal: Black* is so damn fast that it's almost to the detriment of the gameplay. Thanks to the relatively useless radar, keeping a bead on an opponent is tricky at best. When you're careering around the levels at something akin to 1,000 mph it becomes impossible. Thank heaven for homing missiles, and lock-on machine guns. This isn't the only downside. Some of the levels are (deliberately) dimly lit. In addition, when storms blow up, or rain starts to fall, the levels find themselves concealed behind some impressive, but needlessly obscuring effects.

But hey, it'd be cruel to label *Twisted Metal: Black* as anything other than a big sack of post-apocalyptic, vehicle-based hedonism. It's stupidly fast, it's stuffed to the gills with violent action and it's one of the most addictive multiplayer romps on your console. If it has managed to result in games this larksome, maybe that constant threat of nuclear war wasn't so bad after all. ☐ **Paul Rose**

TWISTED METAL: BLACK

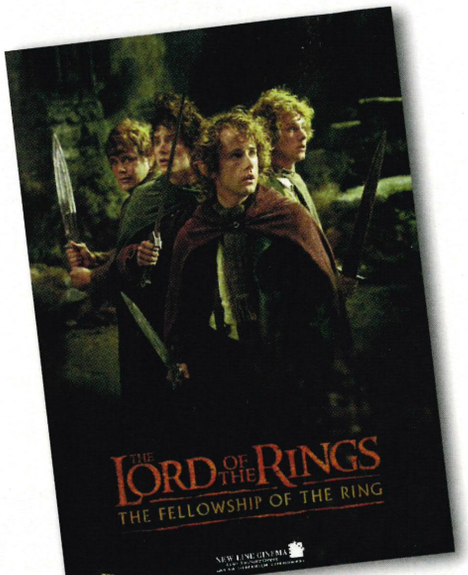
Why we'd buy it:	**Why we'd leave it:**	**Everything you expect a *Twisted Metal* game to be on the PlayStation 2 – and then some.**
- It's loud, it's furious, and completely over-the-top - You can't cuss any game that begins with The Rolling Stones' *Paint It Black*	- We may have already had our fill of *Twisted Metal* games - It does little new	

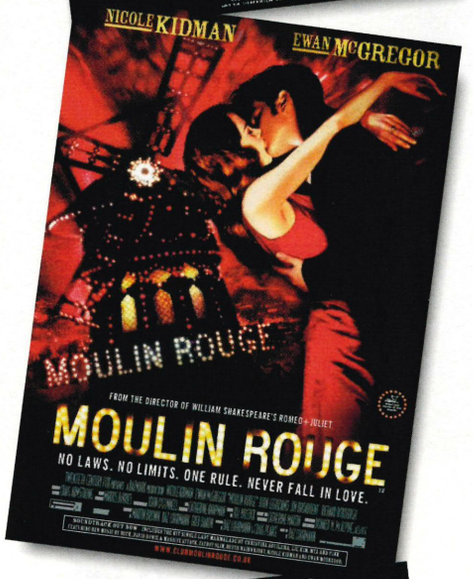
Graphics	Bold, fast, and in your face – just a little dark	07
Sound	*Paint It Black* aside there's now't special	06
Gameplay	Not the most cerebral game ever, but so what?	08
Life span	Plenty of bang for your buck	07

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

FREE FANTASTIC FILM POSTERS





ON SALE NOW!

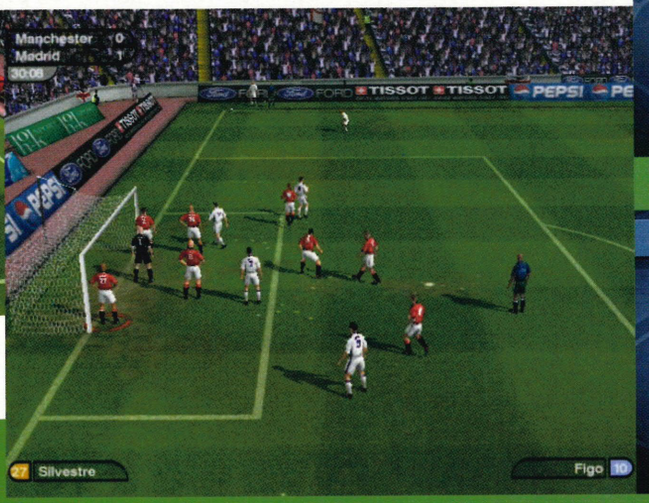
PLUS!
MOVIE ROBOTS
STEVEN SPIELBERG
MASSIVE PREVIEW

Players are accurately modelled, as demonstrated by the ace replays.

Extensive pre-match warm-ups heighten the realistic atmosphere.

Goalkeepers are reliable, but must be coaxed off their line.

Swift flank attacks and whipped crosses are a primary source of goals, although headers still feel disappointingly automated.



ON THE DVD

THIS IS FOOTBALL 2002

Can SCEE's key player secure first team selection on your PS2?

Publisher: SCEE
Developer: Team SoHo
Price: £39.99
Players: 1-8
Out: Now
Web site: www.scee.com/football/index.jhtml

Back story
This is the third outing of Team SoHo's *This Is Football* series for SCEE. The first two PSone games were poorly received, maligned for messy graphics and poor controls. The game has thankfully received a complete overhaul for PS2.

So this is football? *All* of it? Every trick, tantrum and through-ball; each playground dream, vicious foul and last-minute winner? No – not quite – though Team SoHo has made an admirable attempt to distil the beautiful game's emotional highs. Rarely has the atmosphere – or diversity – of real football been so ably committed to silicon. Forget the sins of its PSone predecessor, because this is an engaging, if slightly flawed kickabout.

Match days are wonderfully evoked. Clearly identifiable, FIFPro licenced players bound onto the pitch exchanging banter and stretching convincingly. Throughout the game, the crowd chant and holler in accordance with the action, and despite their paper-chain appearance, the fans display greater emotion than in any football title to date – like holding their head in their hands as shots flash wide. On the pitch, players surround the referee after a foul, strikers clap to acknowledge a cross and muddy patches spread convincingly across a wet goalmouth. The nuances weave a captivating illusion of reality.

The passing game is tight, with some neat lobbed one-twos and delicate withheld through-balls. Defences won't succumb to repetitive tactics, so you'll have to wait for the darting runs of your team-mates. Sadly, the finer skills feel redundant. The shoulder buttons activate a variety of tricks, but it's almost impossible to beat a player one-on-one – even with Giggs or Di Canio.

Goals are invariably spectacular – a range of gratifying strikes, headers and overhead kicks – which, while imprecise, avoid the painful 'sweet spot' feel of the *FIFA* games. Sadly, the ball's aerial movement is straight from EA's banana-curling lineage. Crosses swerve magnetically towards players, while headers loop aimlessly in the crucial midfield area. Questionable collision detection makes close-range tackles risky, so slide tackles become your first line of defence.

Despite the shortcomings, games are eventful and varied. A two-player match becomes a tight-passing scrap punctuated with dramatic strikes and hilarious dives. Every major world tournament is in there, including the World Cup and the English Premiership, with over 350 sides to choose from. And such is the concession to boyish fantasy, that exhibition matches allow you pit Burnley against Brazil, or a Seventies Liverpool against modern-day Real Madrid.

So this is arcade football, *FIFA* with richer options and improved passing, and a game worthy of any true fan's consideration till *Pro Evolution Soccer* hits the UK. Football has felt more skilful, but rarely so alive – and given this series' abysmal pedigree, that's as surprising a result as we're likely to hear all season. ☐ **George Walter**

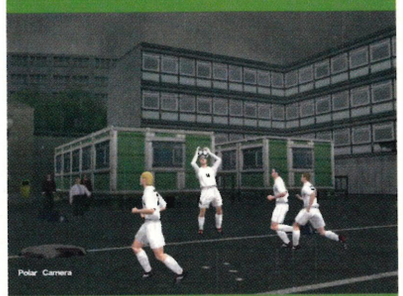
IF IT'S IN THE GAME

This Is Football 2 **offers a unique and exhaustive range of options, with more special touches than a Diego Maradona's Greatest Hits video. Take a look – and learn...**

Customisation options are extensive, allowing changes to kit design, formation and tactics.

The team rosters are up-to-date – for the big teams at least – so expect to see new arrivals like Veron.

It's possible to perform deliberate two-footed tackles or dives, provided the ref isn't looking...


The Jumpers for Goalposts mode lets you relive playground glories, including accurate school PE kits.

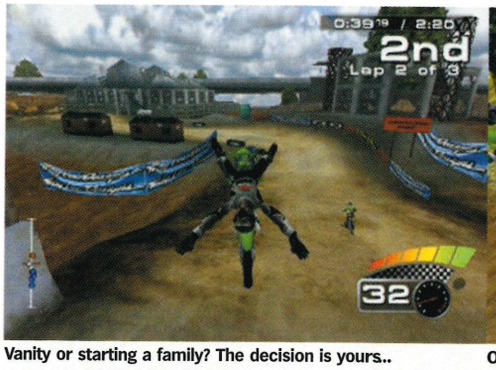
THIS IS FOOTBALL 2002

Why we'd buy it:	Why we'd leave it:	An atmospheric, option-rich and surprisingly playable addition to a once weak series.
– Accurate teams and player likenesses – Fine graphics and atmospheric touches – Unfussy, instantly rewarding gameplay	– The learning curve isn't that steep, limiting long-term appeal – Ball movement can look a little odd	

Graphics	Fine stadia, players and incidental touches	08
Sound	Good context-sensitive crowd	07
Gameplay	Instantly engaging but slightly flawed	07
Life span	Good multiplayer, patience-dependent solo	06

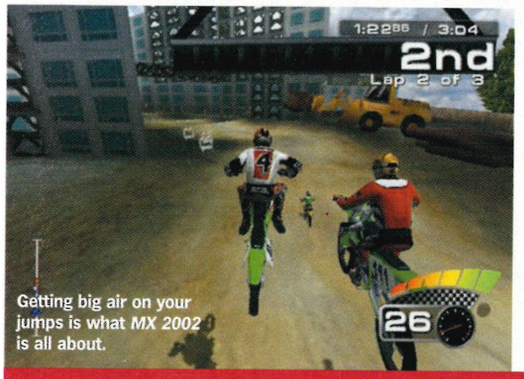
07

PlayStation.2 VERDICT



Vanity or starting a family? The decision is yours..

Opponent AI is pretty accurate, so expect riders to crash and burn just like you...



Getting big air on your jumps is what *MX 2002* is all about.

Ah, the token snow track (which handles just the same as all the others...)

MX 2002 FEATURING RICKY CARMICHAEL

Two wheels can't possibly be better than four, can they?

Publisher: THQ Entertainment
Developer: Pacific Coast Power And Light
Price: £39.99
Players: 1-2
Out: Now
Web site: www.thq.com/MX2002

Back story
Although this is the first motocross game on PS2, they have been polluting the PSone with their exhaust fumes for ages. THQ first made a bid for supercross supremacy with its first game to feature diddy dirt-biker, Ricky Carmichael, two years ago. However, it proved to be inferior to Acclaim's attempt featuring Ricky's arch rival, Jeremy McGrath. *MX 2002* sees a new developer, a new engine and a new need for a helmet...

After the recent sweat-drenched adrenaline rush of *Gran Turismo 3*, we were in serious danger of getting completely raced out. But, like the beer-swilling, foam-hand-waving contingent that frequent motocross events, our enthusiasm for all things speedy knows no bounds.

MX 2002 Featuring (pint-sized MX god) *Ricky Carmichael* can seemingly cut it with the four-wheel massive thanks to wicked speed, ridiculously implausible stunts and three distinctly different styles of play: Motocross, racing round gruelling undulating tracks; Supercross, the same, but raced in huge indoor arenas; and Freestyle, the show off element, which is the riders' chance to wow the crowds with tricks. To take part in both supercross and motocross competitions enter Exhibition mode. If you are more interested in the thrills of pulling stunts, go for Freestyle mode.

If you want the best of all three worlds then try the Career option which invites you to create your own rider from scratch, before easing you into the lower leagues with aspirations of mixing it with the big boys and gaining untold riches.

Your career is played out over a racing calendar with a race meeting every week to put your motorbike riding skills to the test. Only by finishing in the top three positions of each race can you progress to the next meet, and in the early stages this is a forgone conclusion. Luckily, for those who find their arses more on the mud than in the air, there is a tutorial on hand to teach you some of the more cunning aspects of taming your motorised beast.

There's plenty to master, including powerslides and speed boosts, plus you'll have to learn how to move the bike in the air in order to land in the best position. The pace is undeniably fast and opponents provide a tough, but fair challenge, falling off and spinning out just as much as you will. Tracks are detailed and sprawling, full of hills, jumps, hairpin bends and mud. Lots of mud.

At times though, *MX 2002* can be frustrating. Your bike can cut through a muddy track with ease, but stray off onto some grass and you'll leg off. Also, while cornering, the bike seems to glide over, rather than wheel spin through the mud. Most bizarrely, each time you hit the deck, you're put back in the race at full speed, one position behind where you were when you crashed. Although it keeps the pace of the action at a relative constant, if *MX 2002* is to be at least vaguely realistic then you'd expect it to ditch such arcade-isms. It's only because the rest of the game logic is so spot on that such glaring inconsistencies stand out.

This is another case of a sport with a relatively small following vying for mass appeal on a mainstream console. To a certain extent this is achieved, but too many non-devotees will prove that bikes are less sexy than cars. ☐ **Ryan Butt**

MX 2002 FEATURING RICKY CARMICHAEL

Why we'd buy it:	**Why we'd leave it:**	**A polished and engaging racing game that utilises the subject matter to great effect. It's a must for fans but plays it too straight to attract new devotees.**
- Top speed - Instantly accessible - Challenging tracks - Creates the madness of motocross almost perfectly	- The graphics aren't the best - The control system can be fiddly - You can't ride over grass!	

Graphics	Functional but not crisp enough	06
Sound	Rocky soundtrack and great spot FX	08
Gameplay	Tricky to get into but ultimately a blast	07
Life span	Plenty of tracks and tricks to master	07

07

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

WHEN STUNTS GO WRONG

***MX 2002* allows you to recreate stunt scenarios in a series of sub-games, the best being the spectacular bus jump. Just like Knievel found out at the cost of his scrotum, things rarely go according to plan...**

The 12-bus clearance attempt starts well with plenty of height obtained at the take-off.

But lo, the loon decides to play up for the crowds and perform a trick in mid-flight.

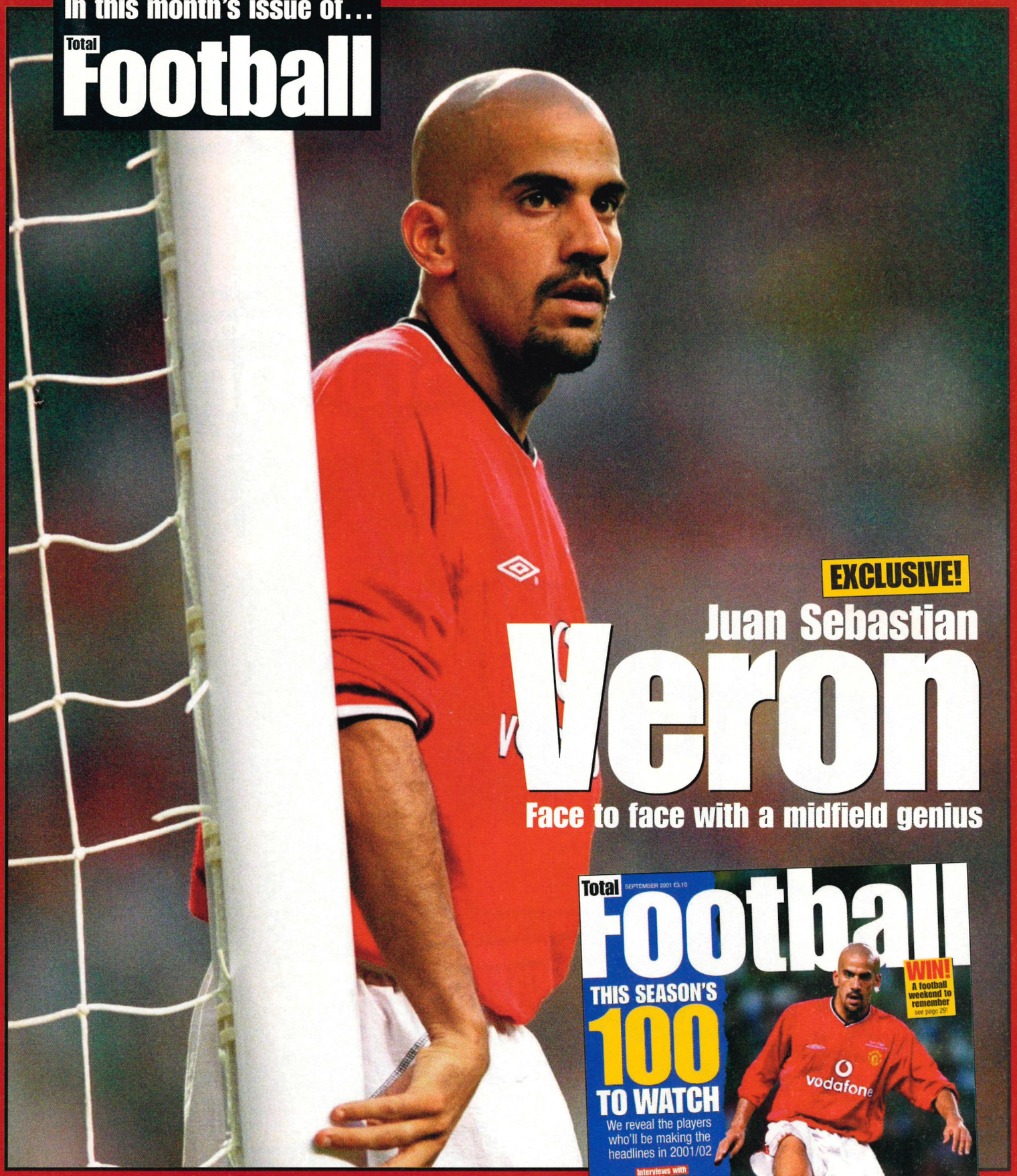
Oh no, all those pies consumed beforehand are dragging him down to terra firma...

Man against machine, he manages to straighten up, but by then it is far too late.

Crash! Bang! Bollocks! Limbs bent the wrong way, family jewels smashed beyond repair, but it's the damaged ego which is the real killer...

In this month's issue of...

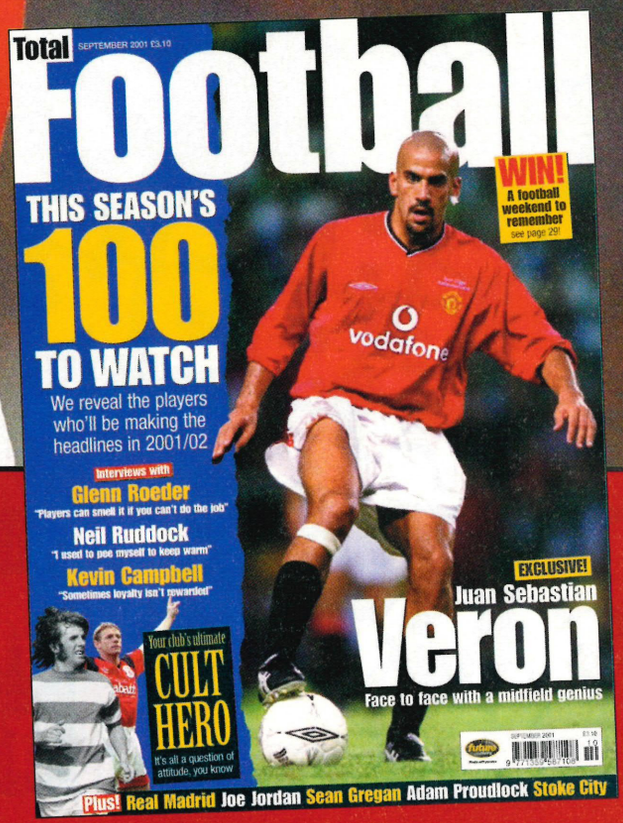
Total Football



EXCLUSIVE!

Juan Sebastian Veron

Face to face with a midfield genius



Total Football

On sale now!

JOIN THE PLAYSTATION PARTY

FREE TIPS BOOK

PlayStation MAX

ON SALE WEDNESDAY 29TH AUGUST

IT'S A PLAYSTATION PARTY

THE EXORCIST

SPOILER ALERT! Here's how you can freak out the evil demons of *Freak Out*...

1. Linda needs points to open the door to a sister's realm plus five more for a Scarf Bomb exorcism. Get these by entering the doors with 'EX' on them and defeating the zako.

2. When confronting a possessed sister time your Scarf Bomb attack. You need at least five seconds uninterrupted grabbing or the attack will fail and the points will be wasted.

3. Pressing L3 and R3 simultaneously will launch a Scarf Bomb that triggers a three-arm attack. Hold on tight for five seconds – you'll have to avoid being damaged too.

4. If you're successful, the scarf will wrench the demon from Linda's sister. The evil pink demon with green wings will follow you around the realm until you defeat the level boss.

5. Perform snap attacks and launch attacks as well as picking up rocks and bombs to throw. Eventually Linda will cause enough damage to destroy the spell and free her sister.

6. Now you can ring the giant bell in the Museum of Agony to enter the Gallery Of Shame, where the captured demon can be teased and humiliated in a variety of ways.

Linda and her freakoid neckwear in action.

Devilish sisters: doing it for themselves.

FREAK OUT

Treasure's reputation of developing quirky, quality games will be sealed by this bizarre curate's egg.

Publisher: Swing!
Developer: Treasure
Price: £39.99
Players: 1
Out: Now
Web site: www.planetswing.de

Back story

Cult Japanese developer Treasure has produced numerous videogame classics on a variety of platforms. *Bangai-O*, an eight-way scrolling blaster on the Dreamcast is one of its most recent offerings, but Sega Saturn title *Radiant Silvergun* has the most fanatical following. In the US *Freak Out* was released with the more fitting title, *Stretch Panic*.

It's not often that you play a game so wonderfully odd that you find yourself just shrugging your shoulders and surrendering to the beautifully unique world it creates. With Treasure's *Freak Out* this is the only thing you can do.

The star of this strange adventure is Linda, a young girl sporting a red and yellow striped bobble hat. Her 12 sisters have been captured by the demons of vanity, transformed into hideous creatures and are now inhabiting various strange realms. Linda's task is to defeat the evil spirits controlling her sisters with the help of a possessed scarf that can be used to pull and stretch anything it touches. This enables her to launch snap attacks, fire her at enemies, jump long distances, exorcise demons and gain game points.

After an inventive comic book intro sequence, Linda and her magic scarf plummet into the Museum Of Agony (no, not a song by Slipknot) which is presented in a scratchy pencil sketch-style and complimented by some discordant drum 'n' bass. This is the hub of the game where players enter doors to different worlds, save their progress and view the Gallery Of Shame where defeated demons can be tweaked, prodded and played with for cruel amusement using the Dual Shock 2.

To enter the boss realms and liberate her sisters, Linda must accumulate points from levels populated by women with breasts of beachball proportions. Suitably, these women (or 'zako' as they are known) are minions of the demons of vanity. After you've gawped for a while, you'll find this is an ace opportunity to practise the attacks that Linda's vicious knitwear can perform.

Once enough points have been collected, entering one of the sister's realms will allow Linda to battle it out with a hideous alter ego of her possessed family member. Players have to watch the sister – who can be any number of hideous forms including an orbiting satellite or a gelatinous green blob – to discover when she's weakest and administer the most damage with the scarf to destroy the demon within (see The Exorcist).

Controlling Linda and the scarf independently with the two analogue sticks is ingenious and the way you can grab and stretch things to pull off attacks and special moves is immensely satisfying – especially with the accompanying boing sound effect. The graphics never fail to amaze, with mesmerising special effects delivering ever more fevered sights – digitised psychedelic confetti spewing from rainbow-coloured Mr Potato Head lookalikes being just one strange sight that awaits the player.

On the downside, gameplay can quickly become repetitive and frustrating with what is effectively a succession of boss fights. Oh, and a wayward in-game camera doesn't help your quest. It's certainly not for everyone, but *Freak Out* is definitely worth indulging in if you're after a refreshing and curious addition to your PS2 games collection. Prepare to be utterly overwhelmed by the beautiful insanity of it all... ☐ **Jamie Sefton**

(Above) Tweaking the nipple of fear.

(left) The seventh circle of hell...

***Freak Out* begins with a comic book intro sequence to explain the plot.**

FREAK OUT

Why we'd buy it:	Why we'd leave it:	A unique cartoon action-adventure with twisted gameplay, marred only by being slightly repetitive and shallow. An odd-shaped peg in a PS2 hole.
- Utterly bizarre yet original gameplay - Distinct and impressive cartoon graphics - Excellent stretch effects	- Can become repetitive - Annoying camera - Some gamers might find it all a bit too bonkers	

Graphics	Smooth animation and magical SFX	08
Sound	Ethereal and disorientating soundtrack	08
Gameplay	Original and engaging if somewhat repetitive	07
Life span	You'll finish it quickly, but will return for weeks	06

07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

PS one™

Edited by *Official UK PlayStation Magazine*'s Nick Ellis

There are 12 driveable cars in total, including Aston Martins, Ferraris, the football supporters caravan and a Daimler.

The graphics are nothing to shout about and the human characters are particularly indistinct. Well, it was the Sixties.

THE ITALIAN JOB

Take the wheel for the biggest heist in videogaming history.

Publisher: SCi
Developer: Pixelogic
Price: £29.99
Players: 1-8
Out: Now

Over 30 years is a long time to wait for a videogame/film tie-in but here it is, an interactive accompaniment to one of the great British films of the Sixties. *The Italian Job* is recreated here in all it's glory – or rather the driving elements of the film are. From Charlie Croker's post-prison ride in the Pakistani Ambassador's Limo to the Minis hurtling around Turin, every four-wheeled facet of the movie has been included.

With the aim being to steal £4 million of gold bullion from the Fiat company and the Italian police, the game is a riot of car chases, dodgy pick-ups and buttock-clenching getaways. Proceedings start in London, with eight missions that include a hook-up with Camp Freddie outside King's Cross station and generally hurtling around the capital preparing things for the grand snatch in Italy.

//The game is a riot of car chases, dodgy pick-ups and buttock-clenching getaways//

The action get trickier in Turin, where the six missions are a little more difficult and build to a superb set-piece ending: the getaway. With your blue Mini packed with the loot, you must keep on the tail of the red and white Minis as they negotiate traffic jams, jump from tall buildings, skim across the weir and of course, climb onto the roof of the Fiat factory to lose the rozzers.

Sadly though, the climax in the Alps is a monumental let down. Trying to get your Coopers on the coach is a frustrating task and guiding the coach itself around the twists of the Alpine road is equally irksome. Thankfully, once the coach is safely hanging from the cliff's edge, you will have unlocked a heap of bonus games that up to eight people can play at a time.

The cops and their Panda cars never leave you alone, so you'll have to hone those driving skills.

The various motors used in the missions – Mini Coopers, Charlie's Aston Martin, the four-wheel drive van, an E-type Jaguar and the getaway coach have nicely varied handling, with relative acceleration and weight taken into account. Happily, the handling cares more about fun than realism; so you'll soon be power-sliding around tight corners at speed.

The major flaw is the inconsistency. The London levels, while enjoyable to a point, fail to generate the same tension and excitement as those in Turin and the ending in the Alps should have been a nice cut-scene rather than a gruelling test of patience. Despite the criticisms, *The Italian Job* is an impressive romp that fans of *Driver* would do well to check out. ☐ **Nick Ellis**

PS one™

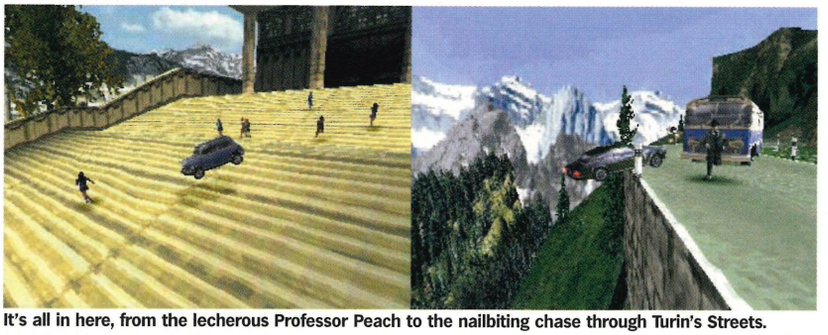
THE ITALIAN JOB

Graphics A tad blocky but great backgrounds	07
Sound The music wears thin very quickly	05
Gameplay Top stuff. Exciting missions abound	09
Life span Plenty of extras to keep you going	08

A truly great game at times, this runs pretty high in the 'Best *Driver* clone' stakes.

08

VERDICT



It's all in here, from the lecherous Professor Peach to the nailbiting chase through Turin's Streets.

DISNEY'S ATLANTIS: THE LOST EMPIRE

More Disney schmaltz likely to sink without trace.

Publisher: SCEE
Developer: Eurocom
Price: £29.99
Players: 1
Out: Now

Another underwhelming paint-by-numbers Disney platformer rolls off the production line. This one's all about hopping, skipping and jumping your way to Plato's sunken city, with the odd shoot-'em-up section to break things up. There are six playable characters, each with different skills, but you never have to think about which one to use for each puzzle. If a certain switch or event can only be triggered by a particular team member, the game lets you know.

Presentation is of a high standard, featuring video clips and sounds from the animated movie to back up the nicely drawn backgrounds. Just like every other Disney game, in fact. ☐ **NE**

If you were being cynical, you might say that Atlantis is merely an extended trailer for the movie of the same name. Fair point.

PSone™

A pretty but unoriginal platformer with a big 'no brains required' label on the box. Standard Disney fare then.

05

VERDICT

HOT WHEELS RACING

It's once, twice, three times a racer.

Publisher: THQ
Developer: Hotgen
Price: £19.99
Players: 1-2
Out: Now

Is it a car? A plane? A boat? Wahey, it's all three at the same time! Popular with 'the kids' (so we're told) these transformable all-terrain toys appear in a mildly distracting arcade racing game. There are plenty of interesting tracks on offer, most with a post-apocalyptic feel, plus an arsenal of weapons and pick-ups to match.

The racing is pacey and with your vehicle having to shape-shift according to the terrain, things never get boring. Depth is added by the need to tweak and balance your vehicle to suit each course – more fins for tracks with a watery slant, bigger tyres for dirt-based courses – and thrash a friend in Two-player mode. ☐ **NE**

Simple but fun racing, *Hot Wheels* will provide light relief for mini racers everywhere.

PSone™

Nothing ground-breaking but a better than expected racer from THQ.

06

VERDICT

DANCING STAGE DISNEY MIX

Oh Mickey you're so fine...

Publisher: Konami
Developer: Konami
Price: £29.99
Players: 1-2
Out: Now

The Mickey Mouse massive is in da house! The latest interactive music game in Konami's excellent Bemani series, Disney Mix gives you the chance to keep fit and play videogames at the same time.

Plug a dance mat into your controller port then follow the on-screen instructions (which come in the form of upwards scrolling arrows that vary in complexity and speed according to what level you choose) and groove along to europop interpretations of classic Disney tunes like *Zip-A-Dee-Doo-Dah* and *Supercalifraga-thingy*. It sounds awful but is actually a lung-chucking laugh and if you have two mats, you and a keep-fit friend can indulge in a two-player boogie off. ☐ **NE**

"And stretch, two three, four. And bend, two, three AAARRGH!" Lose those extra pounds with a Mickey Mouse workout...

PSone™

The most fun you can have with a PSone, a giant plastic dance mat and a lack of self-respect...

08

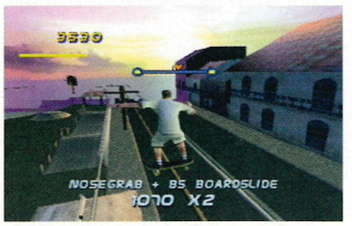
VERDICT

ALSO RELEASED THIS MONTH...

Things are all a bit quiet this month but there's many a budget price re-release to be snapped up. The excellent Capcom blaster **DINO CRISIS 2** can be snapped up for £20, as can WWII resistance romp **MEDAL OF HONOR: UNDERGROUND**. James Bond is at it again with the passable **TWINE** and the disappointing **007 RACING** both getting a Platinum coating. Best of all, the Help 2001 compilation boasts **TOMB RACER**, **RIDGE RACER REVOLUTION**, **TOCA** and **WWF WARZONE**, all for £20. And it's for charidee too. Don't forget for all the latest PSone news, reviews, previews and playable demos, see our sister mag, **OFFICIAL UK PLAYSTATION MAGAZINE...**

PSone™

ROUNDUP



NEWS

TONY HAWK'S PRO SKATER 3

Activision is set to deliver the third instalment of the skateboarding game to PSone. Rather than churn out a revamped *Tony Hawk's 2*, we're promised a game that has the same innovations as those on PS2, such as more mission-based antics, although it will be watered down to around 2/3 the size for the last-gen console. Slated for a Christmas release, the news will no doubt delight PSone gamers looking for something to go with the mince pies.

PREVIEW

SYPHON FILTER 3

Special Agents Gabe Logan and Lian Xing are back this October for another sneak and destroy adventure. The pair are still trying to clear their names after being framed in the last adventure, while terrorists are trying to unleash a deadly virus. Can the sharp-shooters save the day? Helping them will be the X-ray gun, that can blast through walls *Red Faction*-style, plus a heap of other new Q-branch gadgets and an auto targeting system. Pitched as a *Metal Gear* beater, SCEE is hoping *SF3* will be the best yet.

PREVIEW

SCOOBY DOO AND THE CYBER CHASE

The cowardly canine and his master Shaggy climb into the Mystery Machine this November for a *Crash Bandicoot*-style adventure. They have to solve the mystery of a computer virus that's terrorising the local university. The heroes' trail leads them to Europe, China and beyond in order to track down the culprit. Our money's on the friendly groundskeeper who turns out to be a vengeful ex-student.

media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

Text: Jason Brookes/Paul Fitzpatrick/Lee Hart/Sam Richards

PHOTO: KOBAL COLLECTION

THE STANLEY KUBRICK COLLECTION

Warners/£99.99/Out now

Film: Arguably the greatest Movie Director of them all, Kubrick could never be accused of being a prolific filmmaker but the 12 movies he made during his career represent a peerless body of work. Unlike most Directors who inevitably produced a dud now and again, Kubrick's infamous perfectionism meant he was incapable of making a bad film. Hence the eight movies presented in this superlative boxset can be split into two lofty categories: classics and masterpieces.

The mere classics are *Lolita*, a daring adaptation of Nabakov's ingenious book; Vietnam War tour de force *Full Metal Jacket*; and his final film, the gothic psychological drama, *Eyes Wide Shut*. The masterpieces are *Dr Strangelove*, the best war satire ever made; *2001: A Space Odyssey*, touted as the best sci-fi movie ever made; *Barry Lyndon*, the best period drama ever made; *A Clockwork Orange*, the best social satire ever made; and *The Shining*, the best horror film ever made.

There isn't room for an in-depth analysis of them all here but suffice to say, they demand to be seen and this DVD collection demands to be bought. **LH**

Features: *Dr Strangelove* has a featurette tracing Kubrick's career, a retrospective documentary and interviews with George C Scott and Peter Sellers. *Making Of The Shining* by Kubrick's wife Vivian is the most candid look at the secretive Director at work we will ever have the opportunity see. While *Eyes Wide Shut* features interviews with Tom Cruise, Nicole Kidman and Steven Spielberg.

Verdict: Eight magnificent films, one magnificent documentary. How can you argue with quality like that? Buy it. **10/10**

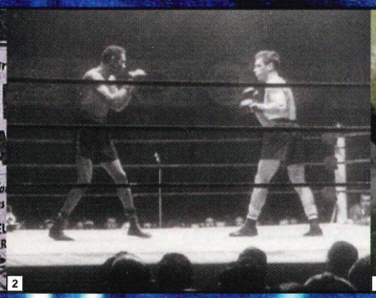
"Thank you sir, can I have another?" Laughing boy from *Full Metal Jacket* puts in his request...

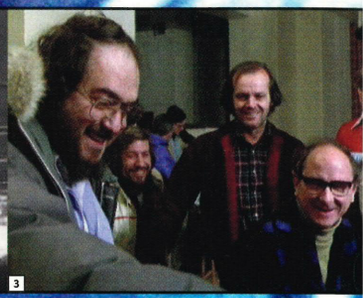
A LOOK AT THE MAN

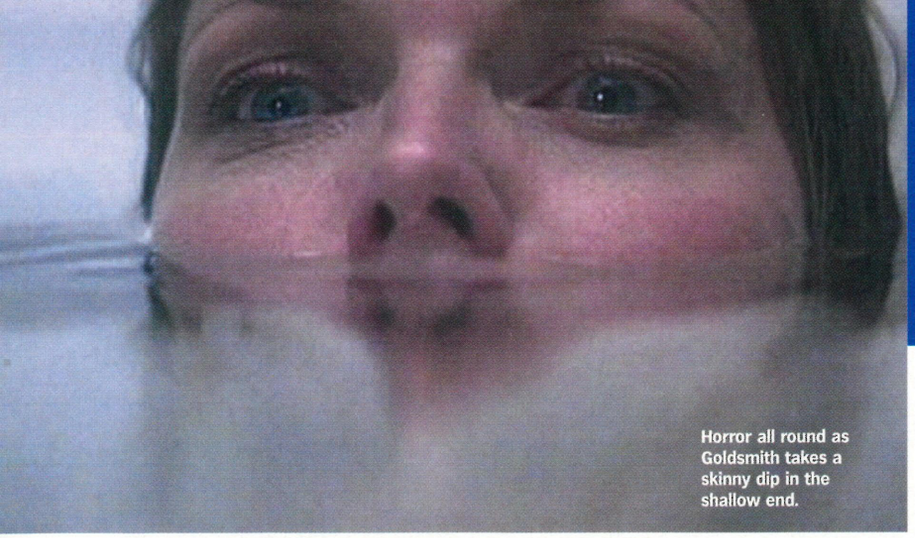
The ninth DVD in the collection is *Stanley Kubrick: A Life In Pictures*. An exclusive 140-minute documentary, it's the definitive account of Kubrick's life using never before seen materials. Narrated by Tom Cruise and boasting contributions from luminaries such as Spielberg, Scorsese, Woody Allen and Peter Ustinov as well as his close friends and family, this has everything you need to know about the genius Director. As Jack Nicholson puts it: "Everybody pretty much acknowledges he's the man and I still feel that underrates him."

1. Kubrick's photograph of a news vendor mourning the death of President Roosevelt launched his professional career.
2. His first effort at filmmaking: documentary short *The Day Of The Fight*.
3. Although often portrayed as extremely serious, obsessive and weird, Kubrick was actually a jovial, if extremely private, family man.

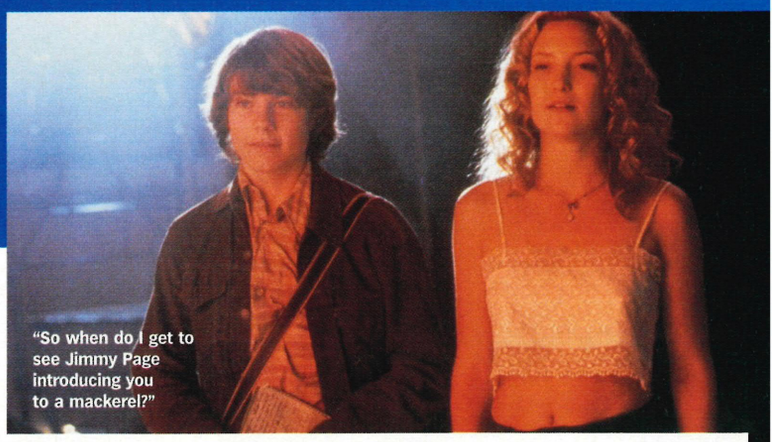
1


2


3



Horror all round as Goldsmith takes a skinny dip in the shallow end.



"So when do I get to see Jimmy Page introducing you to a mackerel?"

WHAT LIES BENEATH

Fox/£19.99/17 September

Film: The happy marriage of Claire Spencer (Michelle Pfeiffer) and her husband Norman (Harrison Ford) is plunged into turmoil when she thinks a malevolent spirit is haunting their house. Photograph frames shatter inexplicably, objects move and when Claire sees the face of a beautiful woman in the bathwater, her suspicions are confirmed. Who is this ghostly woman? Why is she trying to make contact from beyond the grave? And just why is Norman so adamant that the manifestation doesn't exist?

Director Robert Zemeckis is in full-on Hitchcock homage mode with this supernatural thriller and for the first half-hour he pulls it off; building the suspense nicely and implying numerous sinister possibilities. Unfortunately, he then proceeds to empty all the tension down the plughole with some increasingly over-the-top set-pieces and idiotic plotting that would have old Hitch spinning in his grave. **LH**

Features: A commentary by Zemeckis and Producers Steve Starkey and Jack Rapke. *Constructing The Perfect Thriller* featurette and some clips of Zemeckis's student films.

Verdict: Starts promisingly but soon descends into extreme silliness. **6/10**

ALMOST FAMOUS

Columbia TriStar/£19.99/Out now

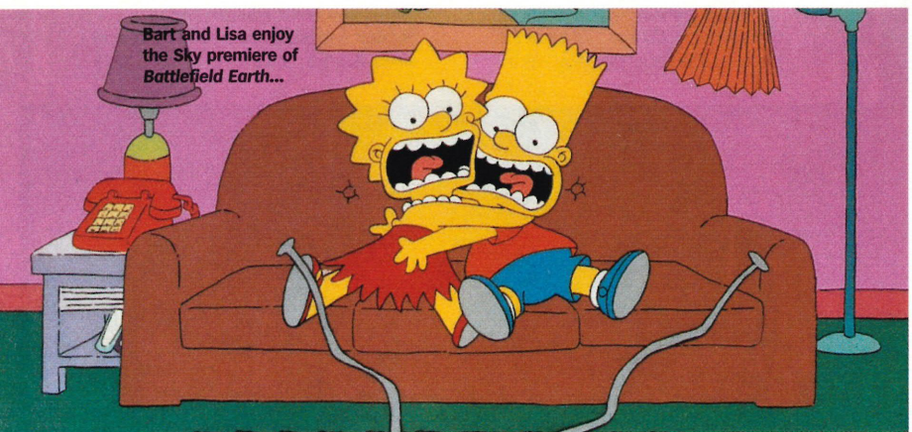
Film: *Almost Famous* is the semi-autobiographical depiction of Director Cameron Crowe's formative years when, as a jammy 15-year-old, he was given the dream assignment of heading on tour with his favourite bands and documenting his experiences for *Rolling Stone* magazine.

His story is a paean to the Seventies and the people who made him who he is today: his disapproving mother (Frances McDormand), influential music critic Lester Bangs (Philip Seymour Hoffman) and Penny Lane (Kate Hudson) a free-spirited groupie who helped the boy become a man.

As such, the movie is certainly enjoyable but just a little too sentimental; it's hard to imagine that life on the road with a Seventies rock band would have been quite so, well, *nice*. **LH**

Features: The *Making Of* featurette contains interviews with all the main cast and crew as well as background info on the era and Cameron Crowe's career at *Rolling Stone*. Further insight is provided by seven of Crowe's articles from the period.

Verdict: Funny and likeable but ultimately more of a soppy Bon Jovi power ballad than a memorable Led Zeppelin anthem. **6/10**



Bart and Lisa enjoy the Sky premiere of *Battlefield Earth*...

"Hope you like our new direction..." The *Spinal Tap* team go to the dogs.

THE SIMPSONS SEASON ONE BOXSET

Fox/£39.99/24 September

Film: The entire (13-episode) first series of the greatest ever animated sitcom starring a family of loveable yellow ne'er do wells, is now available in one pristine collection of shiny DVDs. As Homer would probably say, 'Mmmm'. The quality of the animation, the voice-acting and the writing have all improved considerably since these early days but as the template for the genius that has followed, this is a priceless collection.

Highlights of the first season include *Krusty Gets Busted* with Bart and Lisa clearing the clown's name and incriminating his bitter sidekick Sideshow Bob. And the Christmas special, *Simpsons Roasting On An Open Fire* which introduces the family's pet greyhound Santa's Little Helper. **LH**

Features: There are scripts for four of the 13 episodes, early artwork from *Some Enchanted Evening* that didn't make the final cut and a short *Making Of* featurette with contributions from creator Matt Groening. The highlight though, is the Albert Brooks audio outtakes from *Life On The Fast Lane*, where he improvises hilariously as a sleazy Frenchman attempting to pull Marge.

Verdict: An essential collection from one of the all-time classic TV shows. **9/10**

BEST IN SHOW

Warners/£15.99/Out now

Film: A spoof documentary from the master of the genre, *Spinal Tap* writer/star Christopher Guest (who played guitarist and gorilla expert Nigel Tufnell) this time the focus of his subversive eye is a Crufts-style dog show in the American Midwest.

The pampered pooches take a back seat to their oddball owners as they prepare for the gala event and we're treated to comic turns from the likes of Eugene Levy as a long-suffering husband with the misfortune of having two left feet (literally), and Michael McKean (*Tap*'s David St Hubbins) and John Michael Higgins stealing the show as a delightfully camp gay couple.

The format is identical to *Spinal Tap* and while it's consistently amusing, *Best In Show* lacks the satirical edge and real gut-bursting laughs which made the metal mockumentary such a landmark. **LH**

Features: A surprisingly dull commentary by Guest and his co-writer Eugene Levy. Both of them play it absolutely straight and there's none of the laughs you might expect from the double act. They also provide a commentary for 30 minutes of deleted scenes that are as good as anything that appears in the movie itself.

Verdict: A gently amusing comedy that never cranks the humour up to 11. **7/10**

» ALSO RELEASED
15 Minutes (Entertainment In Video/£19.99)/**Proof Of Life** (Warners/£19.99)/**State And Main** (Warners/£15.99)/**Nurse Betty** (Pathe/£19.99)
Born Romantic (MGM/£17.99)/**Saving Grace** (Fox/£19.99)/**102 Dalmations** (Buena Vista/£19.99)/**Shallow Grave** (MGM/£15.99)

"And next time, remember the naan bread!" Pacino curries favour in *Scarface*.

PHOTO: PICTORIAL PRESS

TOP 10 AL PACINO DVDS

Dog Day Afternoon
Warners/£12.99
Film: Pacino plays Sonny Worzik a confused bisexual who holds up a Brooklyn bank to pay for his gay lover's sex-change operation. When the heist goes wrong and escalates into a media circus, Sonny loses the plot with both funny and shocking consequences. What makes this movie even more incredible is that it's based on a true story.
Features: Production notes.

Scarface
Columbia TriStar/£19.99
Film: Cuban emigre Tony Montana (Pacino) arrives in Miami and embarks on a drug-fuelled crime odyssey. Packed with unforgettable moments – from the chainsaw bloodbath to the grandiose "Say hallo to my leetle friend!" finale – this is a tragi-comic classic of Eighties excess.
Features: Documentary, deleted scenes.

Sea Of Love
Columbia TriStar/£19.99
Film: A sexy suspense thriller with a cracking final twist, Pacino is divorced cop Frank Keller who falls for chief suspect Ellen Barkin while hunting a serial killer who meets victims through personal ads. Ellen is certainly horny, trouble is, she might also be homicidal...
Features: Theatrical trailer.

Glengarry Glen Ross
Cinema Club/£9.99
Film: David Mamet's stunning play about real estate agents forced to hit targets or lose their jobs, makes for a superb film, expertly performed by a powerhouse cast – Jack Lemmon, Ed Harris, Kevin Spacey, Alan Arkin and Pacino as Rick Roma, the smooth salesman on a hot streak.
Features: None.

Scent Of A Woman
Columbia TriStar/£19.99
Film: Blind, sex-crazed and suicidal, Lt Colonel Frank Slade (Pacino) hires schoolboy Charlie (Chris O'Donnell) to babysit him on a final uproarious weekend before killing himself. A rather schmaltzy film but it has its moments thanks to Pacino chewing the scenery to Oscar-winning effect.
Features: Production notes.

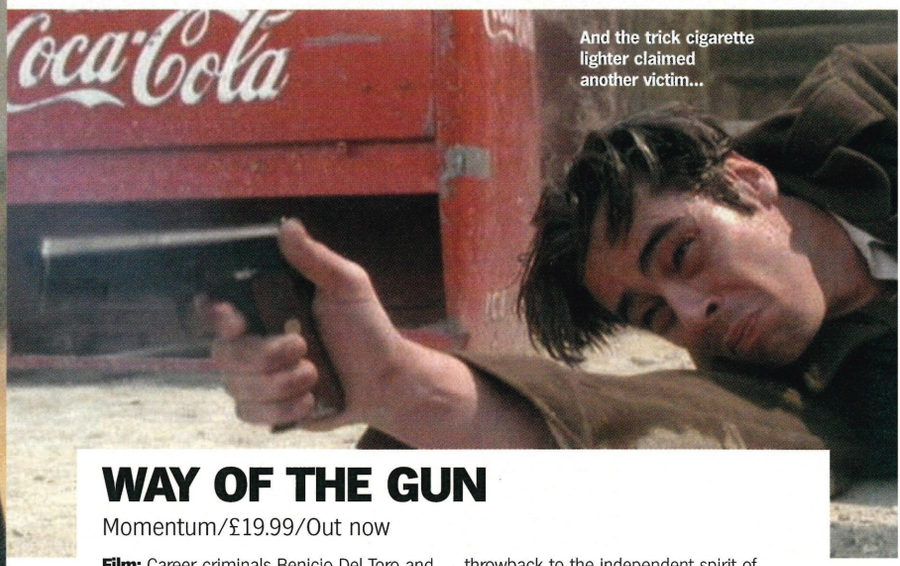
Carlito's Way
Columbia TriStar/£19.99
Film: In a lyrical flip-side of *Scarface*, Pacino is Carlito Brigante, a drug dealer fresh out of prison, older, wiser and determined to go straight. But his sleazy lawyer (Sean Penn) and his old gangland contacts inexorably pull him into one final, doomed job.
Features: Theatrical trailer.

Heat
Warners/£15.99
Film: This epic cops and robbers masterpiece from Michael Mann has Pacino and De Niro sharing scenes for the first time as detective and thief respectively. Driven, meticulous men, the only thing that separates them is the thin blue line of the law. When they do meet, the screen crackles.
Features: None.

Donnie Brasco
Entertainment In Video/£15.99
Film: Pacino's best recent performance, up there with *The Godfather Part II*, is in this true story of Donnie Brasco (Johnny Depp) an FBI agent who goes deep undercover in the mob. As small-time hood Lefty Ruggiero, Pacino is a father figure to Donnie but pays dearly for his friendship when the truth is finally revealed.
Features: Making Of featurette.

The Insider
Buena Vista/£19.99
Film: Michael Mann's gripping exposé of the real-life events that occurred when Jeffrey Wigand (Russell Crowe) a research scientist at a tobacco company, turned whistleblower to *60 Minutes* producer Lowell Bergman (Pacino) on industry malpractise. A supremely intelligent, disturbing look at the world of Big Business.
Features: Production featurette

Any Given Sunday
Warners/£19.99
Film: Oliver Stone tackles US football with typically kinetic and entertaining results. Pacino plays a coach trying to keep his team on track amid fractions with egomaniac players and pressure from the boardroom in the feisty form of Cameron Diaz.
Features: Documentary, commentaries, music videos, outtakes, screen tests, deleted scenes, stills gallery.



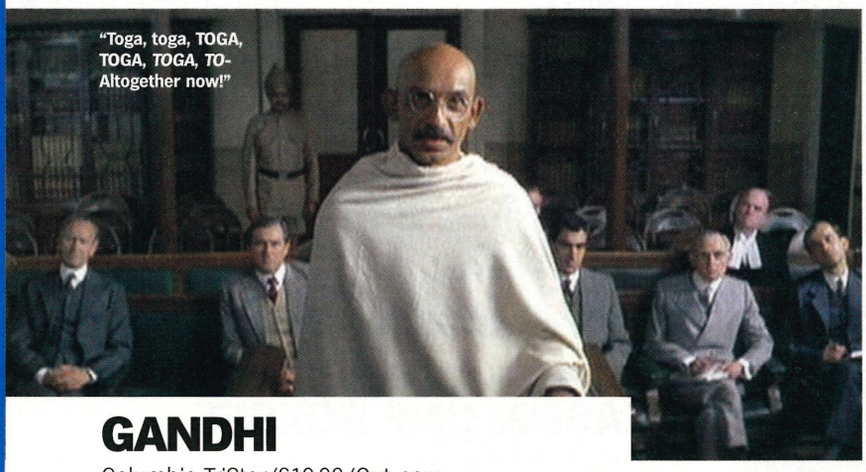
And the trick cigarette lighter claimed another victim...

WAY OF THE GUN

Momentum/£19.99/Out now

Film: Career criminals Benicio Del Toro and Ryan Philippe kidnap pregnant Juliette Lewis, who is surrogate mother for a wealthy couple, and demand a $15 million ransom for her return. Unfortunately for them, the would-be parents are involved in organised crime and soon a group of heavies are tracking the kidnappers, culminating in a bloody gunfight in a Mexican village.

The first directorial effort from Christopher McQuarrie – writer of the masterful *The Usual Suspects* – is a throwback to the independent spirit of Seventies cinema with its gritty realism, casual violence and nihilistic attitude. It's an impressive film but a difficult one to really enjoy because the characters are such a bunch of unlikeable scumbags. **LH**
Features: Commentary by Christopher McQuarrie and composer Joe Kraemer. There's also the isolated score and six short interviews with the principal cast.
Verdict: A gripping part western, part road movie, that tries too hard to be cool. **7/10**



"Toga, toga, TOGA, TOGA, *TOGA*, *TO*- Altogether now!"

GANDHI

Columbia TriStar/£19.99/Out now

Film: The life and times of Mahatma Gandhi, the Indian leader who won independence from the British Empire through peaceable means, is told on a grand scale by Lord Attenborough. From the racial discrimination he suffered as a young lawyer in South Africa to his elevation to mythic status in his homeland, there's a level of authenticity that makes the audience feel like flies on the wall, simply by observing the great man (largely due to Ben Kingsley's uncannily accurate lead performance).

But while it always engages the brain, *Gandhi* is too dry, too overbearingly worthy to really engage the heart. Attenborough's deep respect for his subject seemingly restricts him to a wholly uncritical portrayal that lacks the intensity of rival biopics like *Lawrence Of Arabia* and *Patton*. **LH**
Features: A rather self-aggrandising interview with Ben Kingsley in which he analyses the movie and boasts about the (admittedly stunning) transformation he underwent to become Gandhi. There's also a dull *Making Of Gandhi* photo montage, which contains stills from the film and behind-the-scenes photos accompanied by some really awful music, archive newsreel footage of four major events in Gandhi's life plus a selection of quotes from the great man's speeches.
Verdict: An epic, if overly-worthy, account of a legendary historical figure. They don't make 'em like this anymore. **7/10**

TEXT: LEE HART

Gareth from *The Office* enjoys his weekend off from work...

"Beautiful! Now hold that pose but give it just a bit more slapstick..."

PLATOON

MGM/£19.99/Out now

Film: Oliver 'I was there man!' Stone drew on his own experiences in Vietnam for this devastating account of America's futile political war. The movie follows rookie soldier Charlie Sheen from his arrival in 'Nam, through his ordeals in the field and radically different lessons in life and warfare at the hands of polar-opposite sergeants, Willem Dafoe and Tom Berenger.

The nightmare of the Vietnam War is captured with incredible veracity and Stone's first-hand knowledge is evident throughout. Harrowing scenes of cruelty to villagers, unbearably tense guerilla battles and the camaraderie that helps the platoon survive their jungle hell make this a compelling story of how, as the tagline says, 'The first casualty of war is innocence'. **LH**

Features: *Tour Of The Inferno: Revisiting Platoon* – a documentary with contributions from Oliver Stone, military advisor Dale Dye and the cast.

Verdict: Authentic and intelligent, *Platoon* is one of *the* great war films. **9/10**

SALVADOR

MGM/£19.99/Out now

Film: Based on the actual experiences of American photo-journalist Richard Boyle, this is a powerful indictment of the fascist El Salvadorian regime kept in power during the early Eighties by the CIA in the face of a popular communist uprising. Over 50,000 people were slaughtered by American weapons and Boyle risked his life to let the world know the horrific truth.

The first and best of Oliver Stone's paranoid exposes of US government misconduct, *Salvador* is a passionate movie rightly regarded as the political film by which all others are judged. In turn it's hilarious and tragic, James Woods gives a dynamic performance as the sleazy but undeniably brave Boyle. **LH**

Features: Commentary and deleted scenes. But the main extra is an hour-long *Into The Valley Of Death* documentary detailing the events in El Salvador and the craziness of the film production.

Verdict: A rare case of a movie that made the Powers That Be take notice. **9/10**

TopTones....

Superman Lovers • Starlight	61146	Shaggy • Luv me, Luv me	61166
Emma • Take my breath away	61159	Ed Case+Sweetie Irie • Who	61149
Victoria • Not such an innocent..	61170	Dante Thomas • Miss California	61138
Bob the Builder • Mambo No.5	60047	So Solid Crew • 21 seconds	61074
Louise • Stuck in the middle..	61167	Macy Gray • Sweet Baby	61165

Dance

61148	Dj Luck & Neat	•	I'm all about you
61079	Groove Armada	•	Super Stylin
61150	Sophie Ellis Bextor	•	Take me Home
61160	De Nada	•	Love you anyway
61084	Tall Paul vs INXS	•	Precious Heart
61070	Roger Sanchez	•	Another Chance
61058	Sticky ft Ms Dynamite	•	Boo
61005	Pied Piper		Do you really like it
61072	Ian Van Dahl	•	Castles in the Sky
60061	Oxide Neutrino	•	No good for me
61055	Misteeq	•	All I want
61023	Mark Ryder proj.	•	Joy

R'n'B

61162	3LW	•	Playas gonna play
61067	Missy Elliot	•	One minute man
61043	D 12	•	Purple Hills
61151	Spooks	•	Sweet Revenge
61080	MOP	•	Ante Up
61050	Wyclef Jean	•	Perfect gentleman
61037	Destinys Child	•	Bootylicious
61064	Eve	•	Let me Blow your Mind
61016	Usher	•	You remind me
61031	Sisqo	•	Dance for Me
60034	Eminem	•	Stan
61009	Nelly	•	Ride wit me

Pop Tones

61053	Atomic Kitten	•	Eternity
61073	Jennifer Lopez	•	Aint it funny
61090	Jamiroquai	•	Little L
61141	Geri Halliwell	•	Scream if you wanna..
61078	Five	•	Let's Dance
61027	Robbie Williams	•	Eternity
61091	Nelly Futardo	•	Turn the Light Off
61003	Brandy	•	Another day in paradise
61004	Pink, Mya	•	Lady Marmalade
60185	Shaggy	•	Angel
61007	Eddy Grant	•	Electric Avenue

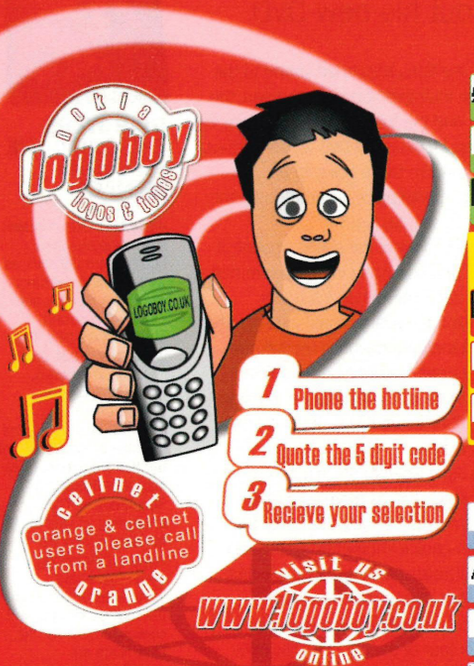
Rock Tones

60287	OPM	•	Heaven is a half pipe
61049	U 2	•	Elevation
61163	Deepche Mode	•	I feel loved
60294	Stereophonics	•	Have a nice day
61109	Oasis	•	Wonder Wall
61039	Wheatus	•	A little respect
60163	Wheatus	•	Teenage Dirtbag
60282	Limp Bizkit	•	My Way
60043	Limp Bizkit	•	Rollin
61008	Gorillaz	•	19-2000
60128	Gorrillaz	•	Clint Eastwood

Film&TV

60044	Mission Impos.	60204	Star Wars
61014	Big Brother	61129	Red Dwarf
60220	A Team	60205	James Bond
60219	Knight Rider	60127	God Father
60207	Italian Job	61127	Only fools+horses
60241	Pulp Fiction	60223	Exorcist
60298	X Files	61131	Star Trek-next gen

The following Nokia handsets can receive both tunes & graphics: Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000 / 9110.



MusicLogos

FilmLogos

Favourites

CALL TODAY

090 66 33 20 46

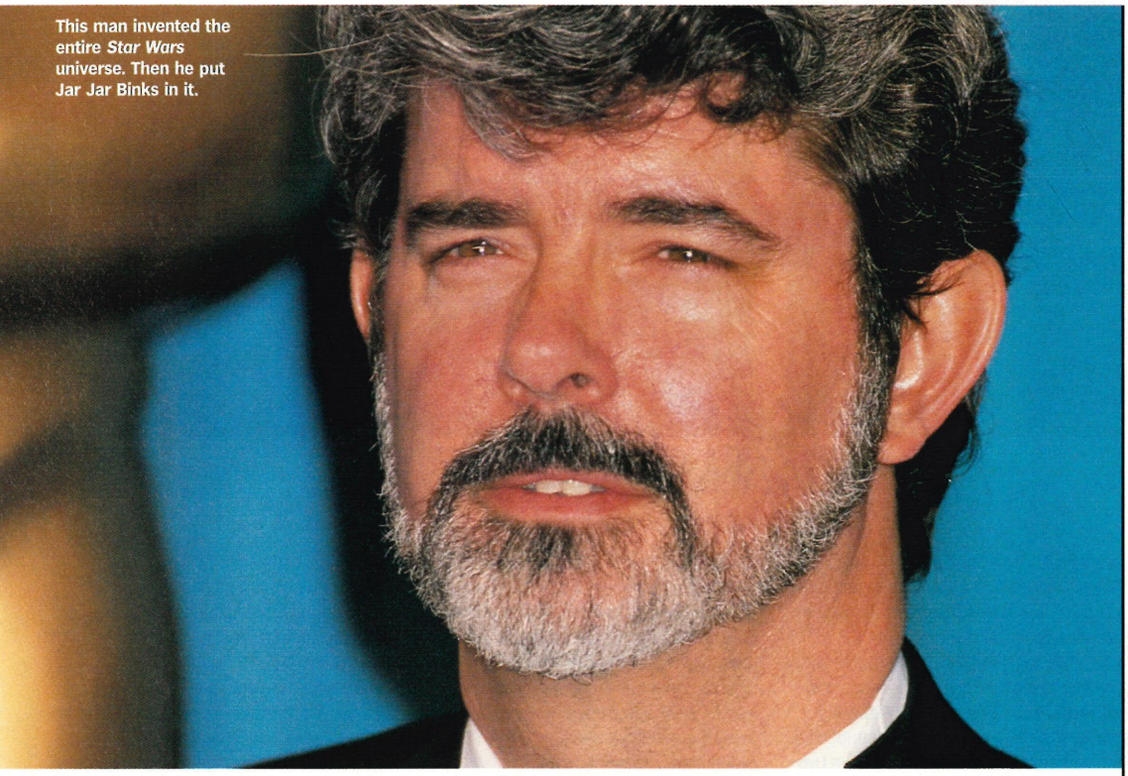
LINES OPEN 24 HOURS A DAY, SEVEN DAYS A WEEK

WWW.LOGOBOY.CO.UK

order by credit card 08700 200 600

Lines open Mon-Fri 11am-5pm

Calls to 0906 numbers are charged at £1.50 a min, & should last on average 2.5 mins. However calls from your mobile may be charged at a higher rate can.You must have the bill payers permission to call. Customer support & credit card lines are charged at the national call



This man invented the entire *Star Wars* universe. Then he put Jar Jar Binks in it.

PHOTO: PICTORIAL PRESS

George Lucas

OPS2 speaks to the *Star Wars* creator about his new DVD.

Ask any DVD aficionado which movie best taps the format's potential for providing 'added value' and nine times out of ten the answer will be *T2* or *The Abyss*. The fact is, few releases benefit from the lavish application of time and money needed to make a DVD 'special edition', well, special. This October, the much maligned *Star Wars Episode I: The Phantom Menace* will gatecrash James Cameron's exclusive club.

It's perhaps surprising that it's taken this long for the *Star Wars* universe to make the leap from fuzzy VHS onto 'everything but the kitchen sink' high-density disc. Surely such a momentous 'money for old rope' opportunity as releasing the original trilogy on DVD couldn't be passed by?

"It's going to take more time [to convert the original trilogy] because we didn't shoot very much behind-the-scenes stuff back then," says creator George Lucas, speaking to *OPS2* at Skywalker Ranch for the press launch of *The Phantom Menace*. "A lot of the material that would normally be included just didn't exist in those days. This was a long time ago – before even VHS."

Purists might argue that the first chapter in the six-part *Star Wars* double trilogy is a more natural point to kick off the series on DVD anyway. "I am a firm believer that the films should be shown in the way that they were intended," he adds. "I mean, the design of the film and the framing and everything is very important, and I look at the DVD as the highest quality version of the film that's going to be continuously in the marketplace. I want it to be the best possible way to see the film."

//"I look at the DVD as the highest quality version of the film," George Lucas//

Easily the biggest draw is the sheer amount of material that DVD producer Van Ling has crammed onto the two-disc set – more than 8.5 hours including all the extra footage, features and, yes, the movie itself. The standout attractions though, are two documentaries, one featuring seven deleted scenes (which, by itself, accounted for nine months of work) and the other a rare fly-on-the-wall insight into the movie's creation.

Ironically, it is John Shenk's 60 minute feature *The Beginning* – which proves more enjoyable watching than the movie it serves. Shot over five years and rich with choice 'moments' such as an excitable Ewan McGregor presented with the first light saber prototypes, the Anakin Skywalker auditions, and Lucas himself giving a curious Steven Spielberg a tour of the set, it distills 600 hours of footage into a fascinating collage.

As a state-of-the-art showcase, the first *Star Wars* DVD succeeds with its in-depth analysis and faultless presentation. Unfortunately though, it also emphasizes the inevitable – that great special effects will never save a badly acted, poorly scripted, turkey of a movie. Bit harsh, perhaps? Only the inclusion of a Jar Jar Binks PS2 light gun showdown would have made amends. ☐ **JB**

STAR WARS EPISODE I: THE PHANTOM MENACE

While Disc One contains the movie chapters, audio commentaries, as well as useful features such as a step-by-step picture and sound optimizer, it's Disc Two where the extras are.

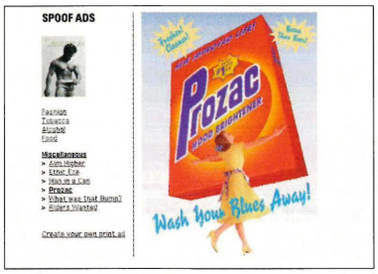
Documentaries, featurettes, photos, trailers, and other assorted titbits combine to cover most aspects of the film's creation. Most insightful though, is documentary *The Beginning* as well as 40 minutes of deleted scenes showcasing seven CGI-heavy sequences omitted from the movie's release and completed just for the DVD. None are remarkable, most are worth checking out. But alas, still no sign of an *Episode II* trailer…

*Star Wars Episode I: The Phantom Menace *is released through 20th Century Fox on Oct 15.*

PLAYONLINE.COM

www.squaresoft.com

With Japanese PS2 owners due to get online ahead of the rest of us there has never been a better time to log onto Squaresoft's official Web site. As you'd expect there's plenty of information about the publisher's titles from the not-so-hot *Driving Emotion Type-S* to the permanently wonderful *Final Fantasy* series. But the real reason to come here is to register free with Square's Play Online service. Do that and you'll get to see at first hand the type of content and interface *you'll* be able to access when the PS2's Network Adapter goes on sale next spring. Best of all you can watch the promo movie of the service featuring footage from the strictly Internet-based *Final Fantasy XI*. It's not like having the real thing, but it's a tantalising glimpse of what's to come. ☐ **PF**



ADBUSTERS

adbusters.org

The Adbusters Media Foundation is a 'global network of artists, activists, writers, pranksters, students, educators and entrepreneurs' that's taken a look at our 21st Century obsession with self-image and status shopping and decided something needs to give. With this in mind, Adbusters creates spoof adverts that use corporate imagery to subtly take the mick. Pick of the bunch has to be the couple spotting themselves advertising cola on a vending machine. You may not agree with all the foundation's campaigns and ideas but whether you take part in the Buy Nothing Day or not this is a fascinating look at how advertising can be used as an effective form of protest. ☐ **PF**

THE TOP FIVE

Five of the best WWF Websites

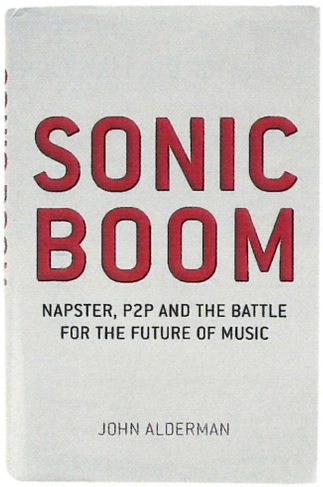
1. www.wwf.com
The official WWF site, packed with information on stars, events and all the PSone and PS2 games including *'Just Bring It!'*.

2. www.thq-wwfgames.com
Not up yet, but the official *SmackDown!* portal.

3. www.wwffanz.com
The chance to put questions directly to grapplers.

4. www.therock.com
The lowdown on the People's Champion

5. www.wcw.com
WWF and its opposition are merging. Find out who's who here.



SONIC BOOM

Author: John Alderman/
Publisher: 4th Estate/
On sale: Now/**Price:** £17.99

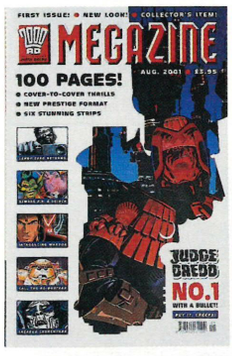
It's statistically probable that sat on your computer desktop right now are a selection of MP3 files you've downloaded from the Internet using Napster or a similar file-sharing program. Free music – brilliant, isn't it? So whether it bothers you or not that you could be violating all kinds of copyright laws and at the very least engaging the wrath of the record industry, you're contributing to the future of music.

Sonic Boom is a thorough account of the rise of online music distribution and file-sharing, with the current debate engulfing Napster (inside and outside the courts) naturally forming the crux of Alderman's investigation. He gently introduces readers to the technologies of Liquid Audio, RealPlayer and MP3, but it's the politics of the situation that fascinate.

Should artists and record companies get paid every time you download their song from the Net, or you should be able to have access to any song you want for free at the touch of a button? Of course, the advent of simple online file-sharing programs have made this particular moral and legal conundrum irrelevant. If you're already used to getting something for free, you're going to be reluctant to suddenly start paying for it – technology thwarting consumerism again.

Meanwhile two distinct groups of anti-Napster campaigners have had to forge an uneasy alliance, with disgruntled artists such as Metallica's Lars Ulrich on the same side of the fence as the cabal of ugly, profit-driven corporations that make up the American record industry. Who wins, who loses and who has to pay the DSL bills? As the 'battle for the future of music' still rages, *Sonic Boom* provides all the history you need to form your own opinion. ☐ **SR**

Mags we like

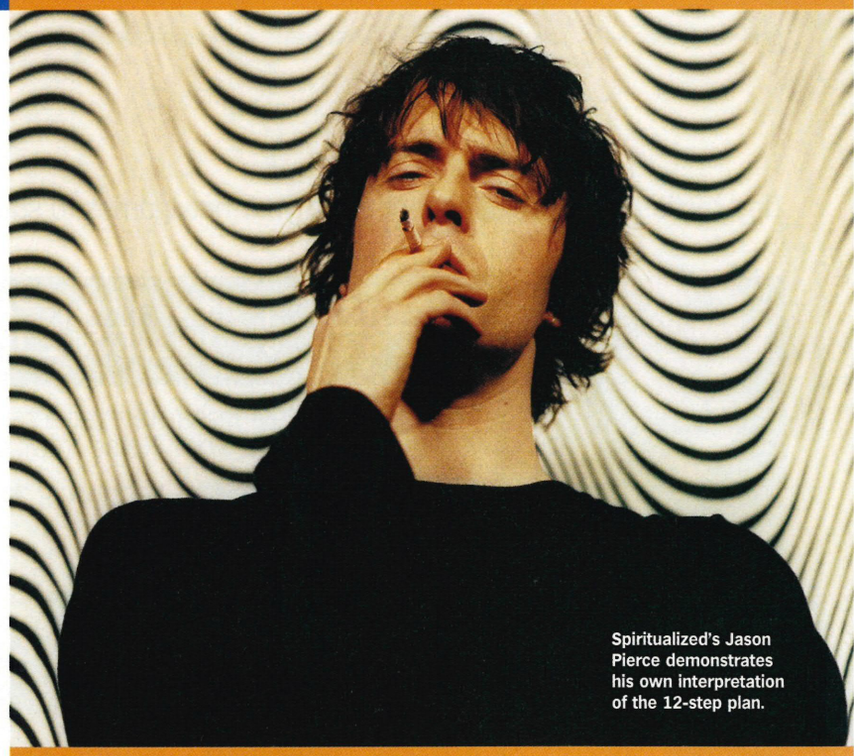


2000AD PRESENTS THE JUDGE DREDD MEGAZINE

Frequency: Monthly/**Price:** £3.95/
See: www.2000adonline.com

Given a shiny, collector-friendly makeover, the *Megazine* is an excellent occasion for *2000AD* virgins to get experienced and for those in the know to revisit some undisputed classics. The mag is split neatly between a trio of new strips featuring current *2000AD* cast members Dredd, Lenny Zero and Wardog, and three gems from the Thrill Power vaults. *Ro-Busters* features the original exploits of the self-same Hammerstein who later graduated to the *ABC Warriors*. *Lazarus Churchyard* is a stylishly lo-fi strip starring the titular, immortal junkie lowlife boasting an indestructible, morphing plastic body, and some delicious one liners courtesy of Warren Ellis. And the brilliant *DR & Quinch* with Alan (*Tom Strong/Top Ten*) Moore obviously having a blast with the pair of alien delinquents. Of the new stories, Dredd's is the best, with the Judge brought in to investigate the kidnapping of a child prodigy from a fat camp where kids are trained to gorge by two times Fast Food Champion, Expanding Ernie Milkovitz. Bizarre, and very funny. Well worth four of your Earth pounds. ☐ **PF**

Gaming Content: With the likes of Strontium Dog, ABC Warriors and Dredd himself due to see some PS2 action in the not too distant future, this is the perfect way to get ready for mayhem.



Spiritualized's Jason Pierce demonstrates his own interpretation of the 12-step plan.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

SPIRITUALIZED Let It Come Down (Arista)

Who? Jason Pierce and his extravagant crew of space travellers, previously responsible for the opiate opus *Ladies And Gentleman We Are Floating In Space*.

Highlights: The hypnotic, hymnal feel of *Stop Your Crying* and *Lord Can You Hear Me* justifies their lavish arrangements, putting the spiritual into Spiritualized.

Lowlights: Where Pierce's weak voice is exposed in comparison to the huge gospel choir he insists on employing at every chance.

Verdict: Warmer, happier and more approachable than past work, the only gripe is Pierce seems to have traded in his mystery for contentment. **7/10**

MOP Warriorz (Loud/Epic)

Who? The men behind genius novelty hip-hop hit *Cold As Ice* are actually a pair of dues-paid hardcore thug rappers from Brooklyn. *Warriorz* is their fourth album.

Highlights: It's not all speeded-up samples of MOR dinosaurs – DJs Premier and Fizzy Womack (us neither) dig deep in the crates for *Roll Call* and *Follow Instructions*.

Lowlights: Relentlessly brash rapping sounds great next to simpering boybands on daytime radio, but not quite so great amongst more relentlessly brash rap.

Verdict: MOP's urgent lunacy has the capacity to decimate buildings at ten paces, but you can only be hit in the face so many times before it becomes painful. **6/10**

BJORK Vespertine (One Little Indian)

Who? Iceland's favourite daughter, offering a contrast to the histrionics of *Selmasongs* with an album designed to be played as you're doing the housework.

Highlights: The way the toy chimes on *Frosti* and *An Echo A Stain* morph into immaculate glitch beats. And then there's *that* voice...

Lowlights: The end of *Pagan* where Bjork appears to hyperventilate with passion. Not affecting, just disturbing.

Verdict: Too complex and demanding to be considered a suitable soundtrack to the washing and ironing, Bjork's music can't help but be spellbinding. **8/10**

NEW ORDER Get Ready (London)

Who? Manc legends back together for the first time since 1993's *Republic*. *Get Ready* is guitar-heavy and therefore sounds quite a lot like Electronic.

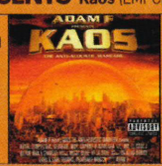
Highlights: *Turn My Way* gets those neck hairs standing on end just like the New Order of yore, but it's mainly a guiltily nostalgic thrill.

Lowlights: Barney Sumner's infamous lyrical incompetence is also back to haunt us. Rhyming 'sick' with 'arithmetic' on *Slow Jam* is the nadir.

Verdict: It's finally happened – New Order have become as irrelevant as their side projects. Not even a slew of majestic basslines can save them... **6/10**

ADAM F PRESENTS Kaos (EMI Chrysalis)

Who? More Brit hip-hop in the unexpected guise of former drum 'n' bass prodigy Adam F who's curried the favour of NYC's finest, including De La Soul and LL Cool J.



Highlights: Mr F specialises in funky apocalypse, perfect foil for the likes of Pharoahe Monch (*Last Dayz*) and Redman (the gargantuan *Smash Sumthin'*).

Lowlights: An unusually out-of-sorts Guru on the album's one 'wack' track, called *Karma Comes Back Around*.

Verdict: The best rap cast since *Lyricist Lounge*, and Adam F melds his music around the rhymes of the MCs better than most veteran producers. **8/10**

»ALSO RELEASED

Roots Manuva Run Come Save Me (Big Dada)/**Jamiroquai** A Funk Odyssey (S2)/**Gorky's Zygotic Mynci** How I Long To Feel That Summer In My Heart (Mantra)/**Freestylers** Pressure Point (Freskanova)/**Vincent Gallo** When (Warp)/**Ben Folds** Rockin' The Suburbs (Epic)

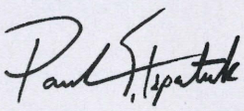
TEXT: SAM RICHARDS

HARDCOR

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore…

No, your eyes are not deceiving you. This month, HardCore is coming to you over an epic, Cecil B DeMille baiting six pages. Along with the continuing adventures of our *Escape From Monkey Island* and *Red Faction* walkthroughs, we are proud to bring you the first instalment of our Official *Gran Turismo 3: A-spec* guide. Whether you're a GT newbie or a chicane hardened racer this is essential reading, so enjoy. And of course, you'll also find all the game cracking codes and cheats. At this rate I may even stop trying to escape from the mop room...

See you next month.



Paul Fitzpatrick
Staff Writer

SAVE ME!

Games can be be a grind. But only when you're stuck on Level 24 of *Crest Of Zorg: The Search For The Shield Of Balmore The Third*, unable to unlock the gate to the Dungeon of Krell. Then, things can get veh veh desperate. That's why Fitz was summoned – to help you through those lonely dark nights So, if you need a hand, just pick up that pen or keyboard and write to me at: **Hardcore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Send email to **PS2@futurenet.co.uk**.

GRAN TURISMO 3: A-SPEC

The greatest driving game ever. Essential PS2 purchase. You know what *GT3: A-spec* is but just how good are you? Raise your game with this, the only Official Guide.

☐BROUGHT TO YOU IN ASSOCIATION WITH *GRAN TURISMO®3: A-SPEC THE OFFICIAL WINNERS' GUIDE*, PUBLISHED BY PIGGYBACK AND AVAILABLE IN THE SHOPS FOR £9.95.

YOU CAN WIN ONLINE!
The *Gran Turismo®3: A-spec* European Winners' League is now online at www.authorisedcollection.com. This competition will run for five months, and is open to all *Gran Turismo®3: A-spec* players from PAL territories. Each month, a new set of tracks will be unlocked on the site, and registered users invited to input their fastest lap and race times. The player who puts in the best overall performance across the entire track set will be deemed the winner – netting superb prizes.

piggyback

LICENCE TESTS: DOMESTIC B

1. Starting, accelerating and stopping 1

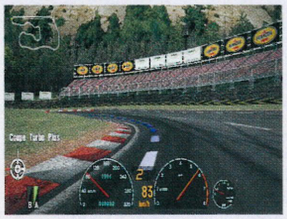
☐Car: **Volkswagen New Beetle**
☐Gold: **0:35.100** ☐Silver: **0:35.400**
☐Bronze: **0:35.800**

'Accelerate, drive straight ahead, and brake' – the motto for your first test to obtain your National B license. Before starting, take a look at your revs counter and hold the engine at around 2,500rpm. Hit the gas… but without the tyres spinning too much and squealing loudly. If that happens, you know that you have lost grip and the engine's power can no longer be fully transmitted to the track. When you have switched to second gear (this happens automatically from a certain speed onward, if you didn't select manual transmission in the Options menu) drive at full speed. At around 940 metres step on the brake and cease accelerating. In the best-case scenario, you will come to a stop behind the finish line, in the braking area.

2. Starting, accelerating and stopping 2

☐Car: **Dodge Viper GTS**
☐Gold: **0:25.200** ☐Silver: **0:25.500**
☐Bronze: **0:26.300**

As was the case in the first test, this test also involves covering the distance as fast as possible, and coming to a halt on the marked area. Before starting, hold your vehicle's engine at 3,000rpm, and step on the gas without the tyres spinning. You should therefore press the acceleration button gently rather than suddenly. The braking point is at around the 870 metre mark. Use the 850 metre line as a reference point, and hold down the brake button once you pass that line. Should you come to a halt before the finish line, simply brake a little later at your next attempt.



3. Basics of cornering 1: FF cars

☐Car: **Fiat Coupé Turbo Plus**
☐Gold: **0:31.100** ☐Silver: **0:31.400**
☐Bronze: **0:32.500**

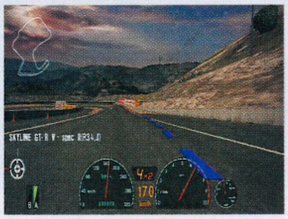
Before the start, hold the engine at around 3,000rpm, and steer gently to the outside after the summit of the hill. Shortly before the braking point marked in red, your right-hand tyres should touch the curbs and you should already be decelerating. Brake, and only steer properly into the corner after a fraction of a second. Do not accelerate again to avoid being propelled too far to the outside. As soon as the winners' line is shown in blue, you may accelerate again (gently) and allow yourself to be propelled to the outside. Before the next summit, steer just slightly to the right so not to forfeit speed. If you are propelled out of the corner, you had too little grip on the front wheels. To counter this, increase your braking stretch or accelerate slightly later.

LICENCE TESTS: DOMESTIC A

1. Race cornering 1

☐Car: **Honda NSX Type S Zero (J)**
☐Gold: **0:32.600** ☐Silver: **0:33.100**
☐Bronze: **0:34.700**

Your best bet is to leave the start line with 3,500rpm on your rev counter. Accelerate gently so that your tyres don't block, which would have an adverse impact on your acceleration. Then just follow the blue line, and steer gently to the left into the first corner. Take your foot off the accelerator at the grey marking, and then step on the brakes a fraction of a second later. After a few metres steer into the corner. Before reaching the clipping point, take your foot off the accelerator again. Don't worry about driving over the curbs with your right-hand tyres, in order to take the corner as tightly as possible. If you directed your car in accordance with the winners' line, you will be able to accelerate again after the clipping point, and can then let yourself be propelled to the outside.



2. Race cornering 2

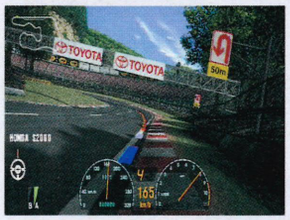
☐Car: **Nissan Skyline GT-R V – spec II (R34)**
☐Gold: **0:26.000** ☐Silver: **0:26.300**
☐Bronze: **0:27.600**

At the start your revs counter should show 4,000rpm. Then gently drive through the first gear, continuing to accelerate in order to speed along the right-hand track edge of the 90…corner after the hill. Then take your finger briefly off the accelerator at the grey marking, in order to press the brake. While doing so, steer into the corner in accordance with the red line. Before reaching the clipping point, simply accelerate in short bursts, in order to have better control over your driving direction. Then allow yourself to be gently propelled to the outside, and when accelerating make use of the narrow verge on the right-hand side.

3. Race cornering 3

☐Car: **Honda S2000**
☐Gold: **0:29.800** ☐Silver: **0:30.200**
☐Bronze: **0:31.600**

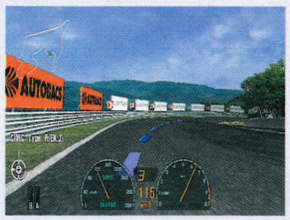
Your best bet is to start at 4,000rpm, in order to gently drive through the first gear. Squealing and spinning tyres indicate that you are accelerating too heavily – so simply lift your finger a little from the acceleration button. Follow the blue line, and approach the corner from wide outside. Take your finger briefly off the accelerator at the grey marking, and then brake and steer into the corner. Stay on the line and, from the grey marking, remove your finger from the brake button. You'll now have to accelerate in cautious bursts in order to remain on track. However, you'll be able to accelerate fully again shortly before the clipping point. Allow yourself to then be gently propelled to the outside, and drive towards the finish line.



4. Basics of cornering 2: FR cars

☐Car: **Honda S2000**
☐Gold: **0:29.100** ☐Silver: **0:29.400**
☐Bronze: **0:31.000**

Again, start the HONDA at 3,000rpm and follow the blue winners' line. At the entrance to the corner, drive along the outside track and – once again – make full use of the curbs. Your braking manoeuvre starts earlier than in the B-3 test, as you can see from the red marking. While you steer towards the inside, the brake pedal remains depressed until you pass the area marked in grey. Release the brake and accelerate gently, to ensure that you continue to have plenty of grip available for your steering movement. After a few metres you can accelerate fully again, and race towards the finish line using slight steering movements.



5. Cornering response 1: FF cars

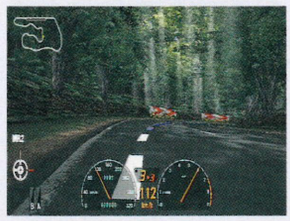
☐Car: **Honda Civic Type R**
☐Gold: **0:34.400** ☐Silver: **0:34.800**
☐Bronze: **0:36.200**

Hold the engine at 5,000rpm, and accelerate cautiously, so that the tyres do not spin. Drive through first gear without the tyres blocking. From the second gear you can step down on the gas and follow the blue line. At the grey marking, briefly take your foot off the accelerator and steer gently (!) to the inside. When you reach the red marking, brake briefly and then accelerate fully. It's best to have a brief pause between braking and accelerating. During this process you also steer sharply into the tunnel, making use of the curbs on the inside track. Keep to the right-hand wall in the tunnel, but avoid the marking on the edge, which causes the car to decelerate. At the exit, steer gently to the right to reach the finish line.

6. Cornering response 2: FR cars

☐Car: **Mazda MX-5 1.8i**
☐Gold: **0:33.000** ☐Silver: **0:33.300**
☐Bronze: **0:34.700**

Drive away from the start line at 3,000rpm. and follow the blue line. Keep to the left-hand boundary during the first corner and, when steering into the second corner, briefly take your foot from the accelerator two or three times. This ensures that you remain on the inside track and approach the next corner from the outside. Step briefly on the brake when you reach the red marking, do nothing for a brief moment and then accelerate again. Also, steer into the tunnel by again making use of the curbs on the left-hand side. In order not to be propelled too far to the outside when steering in, you may again have to take your foot off the accelerator. Then drive along the tunnel wall, but without touching the right-hand edge marking.



7. Basics of sequential cornering

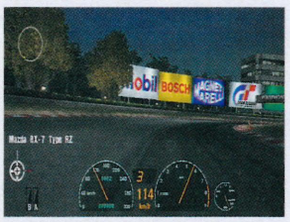
☐Car: **Toyota MR2**
☐Gold: **0:33.000** ☐Silver: **0:33.400**
☐Bronze: **0:35.400**

Start your car at 3,000rpm and drive towards the first hill summit. Head directly for the second corner and pass it a little beyond the right-hand side edge. Take the second corner a little more tightly than suggested by the winners' line, and take your foot off the accelerator briefly before reaching the first grey marking. When steering into the tunnel, it's a good idea to stay on the winners' line. At the end of the tunnel touch the left-hand track edge, and then twice briefly take your foot off the accelerator before steering into the next corner. Drive through the corner in the tunnel as wide as possible to achieve maximum exit speed. On exiting the tunnel steer immediately to the left, in order to head directly for the finish line.

8. Domestic Class B License final test

☐Car: **Nissan Skyline GT-R Vspec II (R32, J)**
☐Gold: **0:42.800** ☐Silver: **0:43.400**
☐Bronze: **0:46.000**

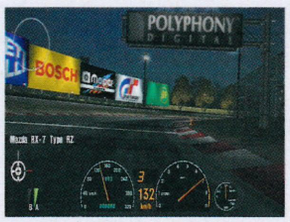
Your left-hand tyres should be on the curbs before the grey marking. So take your foot off the accelerator, then step on the brake and steer sharply into the corner. Drive wide out of the corner, to enter a chicane, steer to the left and avoid driving through the next corner too wide. Before the tunnel you should find yourself on the right-hand edge. Take your foot off the accelerator. Steer sharply into the tunnel and, from the middle, accelerate in short bursts. You'll now drift along the left of the tunnel, and skid into the next corner. Before the next tunnel, stabilise your car by counter-steering, to take the finish line at full speed. For a record time, take the second corner and passage between the tunnels, as tightly as possible.



4. Circular turns, 60R, dry road

☐Car: **Mazda RX-7 Type RZ**
☐Gold: **0:43.200** ☐Silver: **0:44.000**
☐Bronze: **0:46.000**

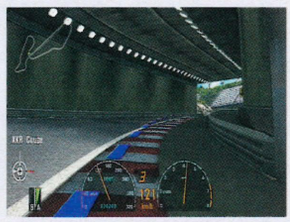
Start your car at around 3,000rpm. After a few metres steer to the inside and stay in the dark area of the road. Now continue accelerating and try to establish a constant speed while steering to the right. Steering is best done using the left stick of your Dual Shock 2, even if you normally determine your car's course using the directional buttons. The secret is to turn the steering wheel fully while driving at maximum speed, without leaving the dark track area too wide. If you see that you're being propelled to the outside, take your finger off the accelerator. If you are being pulled too far to the inside, accelerate more heavily and steer less to the inside. After three laps, accelerate fully before the finish line, to be propelled to the outside.



5. Circular turns, 100R, dry road

☐Car: **Mazda RX-7 Type RZ**
☐Gold: **0:55.800** ☐Silver: **0:56.300**
☐Bronze: **0:59.000**

Just as in the previous test, your best bet is to start at 3,000rpm, and then pull the car to the inside after driving a few metres. From there accelerate again and allow yourself to be propelled a few metres to the outside. Your right-hand tyres should always remain in contact with the dark rather than the pale asphalt. Always remember: if you are propelled to the outside, simply take your finger off the accelerator. If your car pulls too far to the inside, accelerate more heavily and steer less to the inside. As soon as the finish line is in view, accelerate fully and let yourself be propelled to the outside. With this test it's best to steer using the left stick of your Dual Shock 2.



6. Taking long corners

☐Car: **Jaguar XKR Coupe**
☐Gold: **0:27.000** ☐Silver: **0:27.500**
☐Bronze: **0:29.500**

First, follow the blue line and, before reaching the red marking, take your finger briefly off the accelerator. Steer into the corner taking care not to be propelled to the outside. Before reaching the clipping point, you can accelerate again in gentle bursts. However, don't accelerate too much, so that you can drive along the right track edge at the end of the corner. In a gentle left arc, approach the next corner from wide outside. Again, take your finger off the accelerator and brake according to the markings shown. Pull to the inside, and take care to follow the marking, since it dictates your speed. If you are too quick and drive to the right of the line, you'll be propelled out of the corner. At the end of the corner simply accelerate in order to cross the finish line in record time.

7. Taking blind corners

☐Car: **Chevrolet Camaro Z28**
☐Gold: **0:14.200** ☐Silver: **0:14.700**
☐Bronze: **0:15.400**

Drive up the hill in accordance with the blue line, and steer gently to the left. You will soon see a grey and red marking. This means you should reduce the gas and steer into the corner that is outside your field of vision. Before reaching the clipping point, accelerate fully again and pull close to the right track edge around the corner. Continue steering heavily to the right, because your high speed will propel you to the left in any event. Don't be afraid to use the left verge, in order to approach the finish line at full speed. In principle, the only challenge posed by this test is approaching the corner in an optimal manner. Why not experiment a little with braking and steering-in points? You'll quickly find yourself beating the time needed to win a Gold Cup.

8. Domestic Class A Licence final test

☐Car: **Mitsubishi Lancer Evolution IV GSR**
☐Gold: **0:15.400** ☐Silver: **0:15.800**
☐Bronze: **0:17.300**

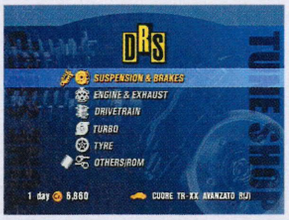
After the start drive down the hill and steer into the chicane early on. When you are between the two corners, pull to the right. Ideally, your front bumper should pass close by the right boundary cone. You should now briefly brake until you have slowed down to 60-65kmh. Now start steering into the corner without stepping on the gas or brakes. Although your car will now drive to the left, it will also be pulled to the right. Do not leave the winners' line. If you find yourself too far to the inside, you braked too heavily and were thus simply too slow. If you're being pulled to the outside, however, you must brake earlier or more slowly – or just take your foot briefly off the accelerator again when steering.

GRAN TURISMO 3: A-SPEC cont

TUNING YOUR VEHICLE

Some general points about tuning

You'll find lots of tuning parts in the Tune Shop, all of which can be acquired and used to upgrade your vehicle. But take care: not all parts are intended for all cars – and they won't benefit all cars equally. Remember that the tuning parts are always tailored to the car currently selected. Although you can remove parts purchased for a specific vehicle, you cannot use them for other cars in your Garage.



You can acquire a total of 44 tuning parts, divided into six categories: Suspension & Brakes, Engine & Exhaust, Drivetrain, Turbo, Tyre and Others/Rom. Once you've selected a part from a category, just press the ⊗ button and the next screen will appear. As well as a brief description of the part, you'll find details on how the part in question may improve your engine performance (expressed in BHP).

If you decide to go ahead and purchase the tuning part, you can have it installed in your car immediately so you'll automatically benefit from its effects during the next race. In the event that you already possess a similar tuning part (e.g. another Exhaust and Air Cleaner) the old one will be removed, and you can access it again by going to the Settings menu. Thus, you can

decide before each race whether you'd like to try your luck with the Exhaust and Air Cleaner/Sports or the Exhaust and Air Cleaner/Semi-Racing.

You should also remember that some tuning parts only reach their full potential in combination with others. For example, an Intercooler supports a Turbo Kit. It makes no sense to install a large exhaust such as an Intercooler in a car with a low-performance engine.

Tuning categories and parts

☐**Tuning part:** Here you'll find the precise name of the tuning part. All tuning parts are listed in the sequence in which they occur in the game.

☐**Approx price in Cr:** The purchase price varies slightly depending on the vehicle. To give you an indication, we've listed a medium guide price. If you cannot find a price for a tuning part in the game, it could mean two things:
1) This part is generally not suited to your current vehicle.
2) You cannot yet install this tuning part, but must first create the necessary conditions with another tuning part.

☐**Settings possible:** Certain settings can be made in respect of your vehicle after installing some tuning parts. If this is the case, you'll find a 'Yes' in the relevant column. Read part two of Hardcore's Official Guide next issue for further information on settings.

☐**Removal possible:** Most tuning parts can be removed again, if so required. This may, for example, be necessary if you would otherwise exceed the BHP limit qualifying you to enter a race.

☐**Effects and remarks:** We have used a star rating, from one to five, to indicate BHP or acceleration improvement resulting from installation of the tuning part. One star (*) indicates that the improvement is only slight, while five stars (*****) indicate that this tuning part results in a significant improvement. In some cases we have listed acquisition requirements in addition to the effects – indicating, for example, that a specific part is only suitable for 4x4 vehicles.

TYRE

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Simulation Tyres	5000	No	Yes	These tyres offer only slightly more grip, and are only suitable for professional drivers.
Sports Tyres	5000	No	Yes	Tyres with a slightly better grip than your conventional tyres.
Racing Tyres/Super Hard	10000	No	Yes	High-performance tyres with 1 out of 7 grip and 7 out of 7 durability. Superbly suited to long races.
Racing Tyres/Hard	13000	No	Yes	High-performance tyres with 2 out of 7 grip and 6 out of 7 durability.
Racing Tyres/Medium Hard	16000	No	Yes	High-performance tyres with 3 out of 7 grip and 5 out of 7 durability.
Racing Tyres/Medium	22000	No	Yes	High-performance tyres with 4 out of 7 grip and 4 out of 7 durability.
Racing Tyres/Medium Soft	27000	No	Yes	High-performance tyres with 5 out of 7 grip and 3 out of 7 durability.
Racing Tyres/Soft	34500	No	Yes	High-performance tyres with 6 out of 7 grip and 2 out of 7 durability.
Racing Tyres/Super Soft	47000	No	Yes	High-performance tyres with 7 out of 7 grip and 1 out of 7 durability. Superbly suited to Normal races with a low number of laps.
Dirt Racing Tires	22500	No	No	A tyre offering a good grip especially on dirt roads. Necessary for rally races.

ENGINE AND EXHAUST

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Exhaust and Air Cleaner/Sports	1500	No	Yes	Horsepower (BHP) increase: *. Especially suited to turbo engines. The horsepower (BHP) increases thanks to the Exhaust and Air Cleaner. However, take care to also strengthen the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
Exhaust and Air Cleaner/Semi-Racing	2800	No	Yes	BHP increase: *. Especially suited to turbo engines. The BHP increases thanks to the Exhaust and Air Cleaner. However, take care to also enhance the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
Exhaust and Air Cleaner/Racing	4500	No	Yes	BHP increase: *. Especially suited to turbo engines. The BHP increases thanks to the Exhaust and Air Cleaner. However, take care to also enhance the engine – otherwise you will not be able to fully utilise the potential Exhaust performance.
NA Tuning/Stage 1	4600	No	Yes	BHP increase: **. This also slightly worsens the acceleration.
NA Tuning/Stage 2	11500	No	Yes	BHP increase: **. This also slightly worsens the acceleration.
NA Tuning/Stage 3	65000	No	Yes	BHP increase: *****. In this regard, acceleration also worsens slightly.
Port Polish	5000	No	No	BHP increase: *. The Polish increases the displacement, thus increasing the horsepower.
Full-Engine Balancing	10000	No	No	BHP increase: *. The engine weight is balanced out, thus improving performance and, as a consequence, increasing horsepower (BHP).
Disp Increase	8500	No	No	BHP increase: *. By increasing the displacement the engine performance is improved, increasing the BHP.
Racing Chip	1000	No	No	BHP increase: *. The engine control computer chip is replaced, thus increasing the BHP.

TURBO

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Turbo Kit/Stage 1	4500	No	Yes	Horsepower (BHP) increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 2	12500	No	Yes	BHP increase: ****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 3	42500	No	Yes	BHP increase: *****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Turbo Kit/Stage 4	80000	No	Yes	BHP increase: *****. Although the BHP increases, acceleration is reduced. A Turbo Kit therefore only really comes into its own from a certain speed.
Intercooler/Sports	1800	No	Yes	BHP increase: *. Supports the function of a Turbo Kit, thus increasing the BHP.
Intercooler/Racing	3000	No	Yes	BHP increase: *. Only after installing a higher Stage Turbo Kit: supports the function of the Turbo Kit, thus increasing the BHP.

piggyback

SUSPENSION AND BRAKES

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Suspension/Sport Kit	3000	Yes	Yes	Settings possible to the Damper and Camber Angle.
Suspension/Semi-Racing	7000	Yes	Yes	Settings possible to the Damper, Camber Angle, Ride Height Adjustment and Stabilizer.
Suspension/Fully Customised Service	15000	Yes	Yes	Settings possible to the Damper (fine), Camber Angle, Ride Height Adjustment, Stabilizer, Spring Rate and Toe Angle.
Sports Brakes	4500	No	Yes	Improves braking behaviour and reduces brake fade.
Brake Balance Controller	10000	Yes	Yes	Settings to the Brake Balance possible.

DRIVETRAIN

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Clutch/Single	1500	No	Yes	Improves the acceleration: *. Slight improvement to gear switching, and thus to the vehicle's acceleration.
Clutch/Twin	2500	No	Yes	Improves the acceleration: **. Medium improvement to gear switching, and thus to the vehicle's acceleration.
Clutch/Triple	4500	No	Yes	Improves the acceleration: ***. Significant improvement to gear switching, and thus to the vehicle's acceleration.
Flywheel/Sports	400	No	Yes	Improves the acceleration: *. Vehicle's acceleration improves, but Torque worsens. This becomes particularly clear on inclines in the case of a low horsepower (BHP) engine.
Flywheel/Semi-Racing	500	No	Yes	Improves the acceleration: **. Although the vehicle's acceleration improves, the Torque worsens. This becomes particularly clear on inclines in the case of a low BHP engine.
Flywheel/Racing	900	No	Yes	Improves the acceleration: ***. Although the vehicle's acceleration improves, the Torque worsens. This becomes particularly clear on inclines in the case of a low BHP engine.
Driveshaft/Carbon	2500	No	Yes	Improves the acceleration: ***. Only for cars with FR and 4x4 drive. The power transmission to the rear wheels increases, improving acceleration and also slightly increasing speed.
Transmission/Sports	5500	No	Yes	Improves the acceleration: *; Increases the maximum speed: **.
Transmission/Semi-Racing	5500	No	Yes	Improves the acceleration: **; Increases the maximum speed: *.
Transmission/Full-Racing	10000	Yes	Yes	Settings possible to alter gear ratios.
LSD/1 Way	4000	No	Yes	Understeering reduces when accelerating.
LSD/1.5 Way	4000	No	Yes	Understeering reduces when accelerating, but is only slightly reduced when braking.
LSD/2 Way	4000	No	Yes	Understeering reduces when accelerating and braking.
LSD/Full Customisation	6000	Yes	Yes	You can determine the attributes and effects of the LSD yourself.

OTHERS/ROM

Tuning part	Approx price in Cr	Settings possible	Removal possible	Effects and remarks
Lightweight/Stage 1	1000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
Lightweight/Stage 2	5000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
Lightweight/Stage 3	20000	No	No	Improves acceleration: *. Vehicle components not needed for a race are removed, thus rendering your vehicle lighter and improving acceleration. You must observe the sequence Stage 1, Stage 2, and Stage 3.
AYC Controller	8000	Yes	Yes	Each tyres' turning motion is controlled, preventing understeering in corners. Settings possible to the AYC Controller.
Variable Centre Differential	10500	Yes	Yes	Only for cars with 4x4 drive: The turning of each tyre is controlled, so that a 4x4 vehicle can be driven in a manner similar to a FF car.

Tip on buying tuning parts

If you are not sure that buying a tuning part will have the desired effect, save your game on a Memory Card. This will enable you to reload your previous Game Status, ensuring that you do not end up spending money on an unnecessary part.

After acquiring a new tuning part, it's a good idea to take your car for a test drive. Always take care to select the same conditions for this, eg. one of the three Time Trials available in Machine Test. Or you can go to My Home and select a Free Run.

Tuning suggestions

To ensure that you tune your vehicle(s) as effectively and economically as possible without incurring unnecessary expenditure, we have listed below some examples of how you can achieve specific improvements by tuning. In this regard we have listed the parts in the most logical and typical sequence in which you can purchase and install them.

When looking through the list, bear in mind that – depending on your car – you cannot acquire all parts. You should also remember that prices are only approximate, since costs vary slightly depending on the car in question.

Don't forget that you can also buy additional updates of certain tuning parts. For example, if you've carried out Lightweight/Stage 1, there's no reason why you shouldn't also carry out Lightweight/Stage 2 and Lightweight/Stage 3.

The same applies to Turbo Kits, NA Tuning and LSD. In fact, in these cases there's no need to start with the lowest level: you can select a higher update from the beginning.

TYPICAL ORDER OF TUNING PARTS FOR HIGH SPEED

Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Racing Chip	1000
Engine & Exhaust	NA Tuning/Stage 1	4500
Turbo	Turbo Kit/Stage 1	4500
Turbo	Intercooler/Sports	1500
Drivetrain	Clutch/Single	1500
Drivetrain	Flywheel/Sports	400
	Total cost:	**14900**

TYPICAL ORDER OF TUNING PARTS FOR GOOD DRIVING AND STEERING BEHAVIOUR

Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Racing Chip	1000
Tyre	Sports Tyres	5000
Suspension & Brakes	Sports Brakes	4500
Suspension & Brakes	Suspension/Sports Kit	3000
	Total cost:	**15000**

TYPICAL ORDER OF TUNING PARTS FOR IMPROVING ENGINE PERFORMANCE

Category	Tuning part	Approx price in Cr
Engine & Exhaust	Exhaust and Air Cleaner/Sports	1500
Engine & Exhaust	Port Polish	5000
Engine & Exhaust	Full-Engine Balancing	10000
Turbo	Turbo Kit/Stage 1	4500
Engine & Exhaust	Disp. Increase	8500
Engine & Exhaust	NA Tuning/Stage 1	4500
Engine & Exhaust	Racing Chip	1000
	Total cost:	**35000**

TYPICAL ORDER OF TUNING PARTS FOR IMPROVING ACCELERATION

Category	Tuning part	Approx price in Cr
Drivetrain	Driveshaft/Carbon	2500
Drivetrain	Transmission/Sports	5500
Drivetrain	Clutch/Single	1500
Others/Rom	Lightweight/Stage 1	1000
Drivetrain	Flywheel/Sports	400
Drivetrain	LSD/1 Way	4000
	Total cost:	**14900**

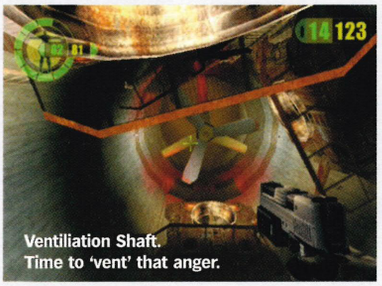
PART TWO NEXT MONTH

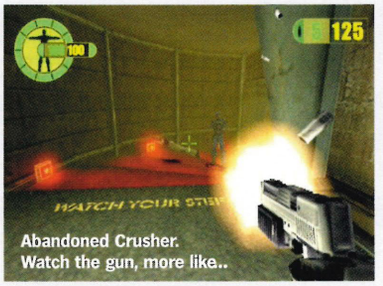
WALKTHROUGH PART TWO

RED FACTION

If you took advantage of part one of our official *Red Faction* walkthrough last month you'll be up to your eyeballs in it by now. Time to continue the fight comrades...

Abandoned Smelter Part Two. Through the round window..


Ventiliation Shaft. Time to 'vent' that anger.


Abandoned Crusher. Watch the gun, more like..

ABANDONED SMELTER (PART TWO)
Run down the shaft to the end where you will drop into a small silver room. A hatch will open so drop down and slowly creep down this next shaft. At the exit will be a small scoop for you to drop into, as well as two guards. Save your game. Drop down and run up the ramp ahead of you, turn left and run up the next ramp to a switch. Flip the switch and quickly drop down into the scoop before it moves away. Ride the lift until you see a giant fan that is labelled 'Ventilation'. Jump across, duck past the blades and run down the ventilation shaft.

VENTILATION SHAFT
Save your game again. You'll come out into a large shaft with multiple platforms connected by ladders. There are at least four guards in this area, so as you climb the ladders to the platform keep firing away with your Assault Rifle at each of the enemies. From the platform you started on, climb up the ladder to the grating right above you.

Next climb up the ladder ahead of you and press a switch on the wall, which will stop the giant propeller blades at the top of the shaft. With the blades slowed, or stopped, you can then reach the opening on the other side of the room that is labelled 'Rock Crusher'. Climb up the small ladder and enter this next shaft where you'll kill one more guard before loading up the next level.

ABANDONED CRUSHER
When running through this tunnel, you will encounter a dying Miner who warns you about a sniper on top of the Rock Crusher ahead. Creep slowly to the opening, and then use the Precise Targeting command to target the lone guard on top of the large yellow machine and plant some bullets in his head. Then drop out of the shaft, shoot the guard on the far side of the room and then run to the back of the large yellow machine to find a ladder. Climb up to the top to pick up the sniper rifle from the dude you killed earlier.

Also, on the ground in the back of the machine is a box that holds a Rocket Launcher and some rockets so pick them up. Once that is done run through the small passage on the left side of the room until you come to a retracting bridge. Shoot the four guards on the other side of the chasm, and then equip the Sniper Rifle to shoot the switch on the other side which will extend the bridge. Run down the short tunnel to an airlock on your right. Press the button to open the door, shoot the guard inside and then press the other button to seal the airlock and to end the first part of the walkthrough.

PLANT ENTRANCE
The entrance to the Geothermal Power Plant can either be an annoying dragged battle or a quick run through a tunnel depending on what you choose to do. Here is the quickest way through the level that will prevent you from dying a very bad and bloody death at the hands of a powerful machine gun emplacement.

At the start, follow the stairs as they veer to the left. Kill the single guard and then turn the corner to the right. Wipe out the two guards in the small passage and then equip either the Rocket Launcher or some Remote Charges. Look on the ground in front of the sandbag barriers and blow up the section of ground between the two grates. Drop down into the hole and follow the tunnel until you come out with a door to your right. Don't go in there, instead walk forward and go through the door to your left that is labelled 'Geothermal Facility #4'.

GEOTHERMAL POWER PLANT
This is one of the more confusing levels in the game, but as long as you do things in the right order, you should do fine. Once you go through the first door, turn left and take out the two guards. Then turn right and go left down the passage labelled Lava and Water Control. Take the first left and follow the hall down to Lava Control, kill the two guards and enter the room.

Go through the door in the fence and walk over to the left wall where there is a wheel. Press ⊗ to turn the wheel and then exit the room while destroying any resistance. Run up the hall and turn left to head to Water Control. As soon as you enter the room, head to the left and drop down to the second level. Run up to the small console and press the button to cause the room to begin to shake and then exit. Head down the hall and turn left to head down to the Turbine Room. Enter the door to your left (which is labelled 'Turbine Room') and head to the back where there is another wheel to turn. Once again, activate it and then leave the room.

Return to the main hall, turn left and then right up the ramp. Kill the guards behind the sandbags and turn left down the hall. At the end go left again and enter the Water Reclamation room. Blow up the two yellow machines with Remote Charges, and then leave the room and run directly across to the control room. Upon entering the room, kill the guard and then run down the ramps. When the guy down there pleads with you to spare his life, listen to him. Him staying alive is crucial to completing this level. He will tell you about a switch you need to press at the same time he presses a different one, so walk over to the centre pillar and find the switch on one of the consoles. When he tells you to, press the switch and then leave the room. Now you are able to enter the centre door in this hall. Do so and run down the tunnel to reach the Submarine Bay.

SUBMARINE BAY
You now have an opportunity to drive a one-man sub through an underwater tunnel to the Underwater Research Base. Upon entering the bay turn to the left and shoot the single guard that you find there. The only way to lower the sub is in the control room and the door is jammed shut. Place a Remote Charge on the wall next to the door (you can also fire a rocket) and detonate it. Now go inside and press the button on the console to have the sub drop into the water.

To enter the sub, jump in the water on top of it and press the ⊗ button. Begin to move forward into the tunnel ahead, and follow the white lights. About halfway along the tunnel, you'll come to a large open cavern. Directly below you will be an enemy sub. It will fire torpedoes at you, but you are able to fight back. Strafe left and right to avoid his fire and you can defeat him with about three direct hits. Next head through the other tunnel with the white lights and continue forward. In that tunnel you will encounter a whale that will fire off a sonar attack at you – one or two torpedoes should kill it. Continue forward to a large cavern where you will find the Underwater Research Base.

UNDERWATER RESEARCH BASE
Before you can dock, you'll have to deal with one more sub, so strafe around it while firing off your torpedoes and once it explodes head into the underwater base to dock and enter the base. In the docking chamber there will be two guards. You can equip your Handgun and shoot them from under the water (the sub's torpedoes cannot be shot at them unfortunately) or jump out of the water with your favourite weapon and kill them quickly. Now go through the only door, and turn right.

Run to the end of the hall towards the large number '2' and go down the ladder. At the bottom go right again and head towards the end of the hall towards the large number '1' and two guards will come out of the door to your right. Wipe them out and then enter the large room. Now you can stand around here waiting on the tram to appear on the track, but instead equip your Assault Rifle and begin to run down the tracks. Eventually you'll intercept the tram, complete with two guards. Kill them and then continue down the track. Turn left at the end, enter the door and turn right and run to the end of the hall. To your right will be a Miner who will brief you on your next mission, give you a suit to wear as well as a Silenced Pistol.

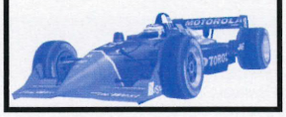
**That's it for this month. Next time we go deep into the Ultor's Corporate HQ and Parker learns some disturbing facts about his former employer...*

CART FURY: CHAMPIONSHIP RACING

We teased you with a few tasty treats in issue #10, well now our undercover spies have reported back after infiltrating the Midway HQ with a whole host of exclusive new cheats.

All of the following codes must be entered on the Cheat screen which can be accessed via the Options menu. If the code has worked then the cheat will instantly appear in the on-screen list.

All cars	△,⊗,△,○,L2
All tracks	R1,△,⊗,⊗,R2,L1
Infinite turbo	⊗,⊗,□,□,L2,L2
No time out	L1,R2,○,△,R1
Infinite tries	L1,L2,L1,□,△,○
Big heads	△,□,□,L2,L1,R2
Low gravity	R2,L1,□,□,L1,L1
Jump option	L1,L2,L1,L2,⊗,⊗
Thick fog	R2,L1,⊗,□,□,○
Night drive	⊗,○,△,L2,R2,L1
Rocket wheels	L1,L2,△,□,□,△
Death car	L1,□,R1,R2,L2,L1
Opponent death cars	L2,□,L1,R2,R2,⊗
Death wall	⊗,□,R2,△,R1,R2
All FMV	L1,○,R2,⊗,L2,△



ATV OFFROAD

If you're one of those people that likes everything handed to you on a plate and then shovelled into your cheating gob on a silver spoon, then we have a whole host of secret codes for SCEE's outrageous quad bike sim.

Get all ATVs
Firstly, to unlock every ATV in the game without so much as having to turn an ignition key, enter Pro Career mode and enter your name as CHACHING. Every unlockable machine will now be yours, making your task of winning every time a dead cert.

Get more tracks
To instantly unlock more tracks to unleash your bolstered garage of motors on, enter Pro Career mode and enter your name as WHATEXIT. Every previously unridable terrain will now be accessible for your turf-tearing pleasure. And finally…

Increase opponent AI
What with every vehicle and track already unlocked, the challenge factor is now seriously depleted. Worry not, by entering this final cheat password, you'll increase the AI level of your opposing riders, making it infinitely harder to take the chequered flag. Simply enter Pro Career mode and enter your name as ALLOUTAI.

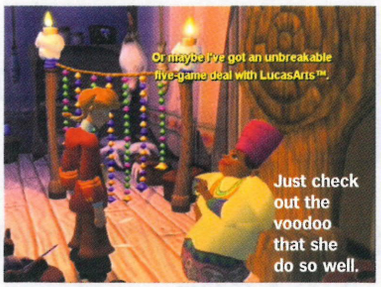
EXTERMINATION

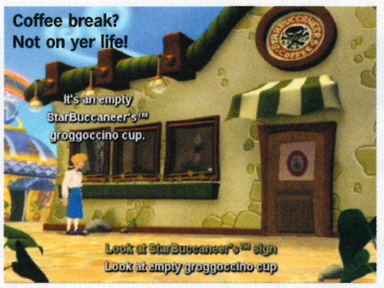
Here's some top secret information that goes out to all you hard-core alien annihilators.
If you complete the game after collecting all 15 hidden dog tags, you'll unlock a kick-ass Expert mode in which you start the game with the six-shot grenade pistol, 99 grenades, 300 PSR4 rounds, 50 shotgun rounds and 25 missiles. Strewth.

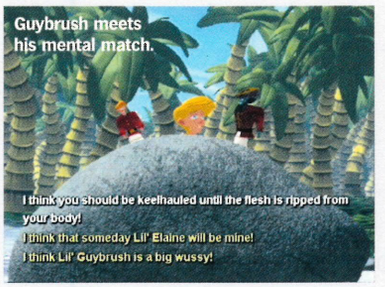
WALKTHROUGH PART TWO

ESCAPE FROM MONKEY ISLAND

Having found the real culprits of the bank robbery last month, you now need to stump up some proof, and the missing booty. Now read on...







CONTINUED...

Proving The Real Thief Was At The Scene Of The Crime

Look at the MANHOLE COVER. Remember the names on it and go to the Prostheses shop. Talk to Dave about free Prostheses, after he's told you a story and you've given him the names you had to remember, he'll give you the PROSTHETIC SKIN. You can also get the WOODEN PROSTHETIC HAND. Go to the music box and while the music is playing and the words appear walk to the barrel and take the hand. You'll have to try again if the music stops.

Head back to the bank and use the PROSTHETIC SKIN on the manhole to turn it into a trampoline and then propel yourself into the open window. Walk over to ladder and grab the SCUPPERWARE. Now walk to the left of the counter and pull the chain. Go back to the ladder and climb up it to the balcony, on the left you will find a prosthetic nose that Inspector Canard will take – proving that Pegnose Pete was at the scene of the crime all along. Now all you have to do is find the booty…

Finding The Booty

Get some BAIT from the bait shop and combine it with the SCUPPERWARE. Now go to the termite circus and use the WOODEN PROSTHETIC HAND on it. Once done, leave the shop, look at the Lucre Island map and go to the mansion where Ozzie Mandrill and some stuffed animals are waiting. Talk to Ozzie, but don't challenge him to a sword fight or you'll lose, then use the COLOGNE on any stuffed mammal. This will make Ozzie mad and he'll break his cane.

Go to the House Of Sticks and wait for Ozzie to turn up to get his cane repaired. In the shop go to the rack of sticks near the 'Choosing The Right Walking Stick' sign where Ozzie's cane is sitting. Now use the TERMITE INFESTED PROSTHETIC HAND on it; this will leave a trail of sawdust. Go back to Ozzie's mansion and accuse him of hiring Pete to frame you. Tell him 'Pete's Booty Showcase has lots of booty'. Ozzie will leave, so follow him through the woods using the trail of sawdust and you'll see a hill of sand and a hidden passage.

Once down the ladder, press the red button on the table then climb back up the ladder and dive into the deep water. When you see the glowing fish open the SCUPPERWARE and catch them, you now have a lantern. Go left into the cave to pick up the MARLEY FAMILY HEIRLOOMS and the BRASS SCREW that falls to the ground. Exit the cave and head left to dry land and the town. Go to the Hall of Justice and show inspector Canard the MARLEY FAMILY HEIRLOOMS and BRASS SCREW.

ACT II

Enter The Manatee

MÊLÉE ISLAND

In the Mansion ask Elaine all the questions presented to you and take up her suggestion to visit the Voodoo Lady. Enter the International House of Mojo and pull the index finger of the table shaped like a hand. You will learn about the Ultimate Insult and Grandpa Marley's wedding gifts. When you ask her about the gifts, you will receive the EARRINGS, the NECKLACE and the PEN.

Leave and go to the Mêlée Island map and then to Meathook's house. Talk to Meathook about the candles then take the PAINT BRUSH from the bucket he showed you. Head towards the docks.

Use the QUARTER in the Grog machine; it will get jammed so give the machine a good kick, then punch, shake and yell at it and a CAN OF GROG will drop out. Head back onto town to the SCUMM Bar, which is now called the LUA Bar. Take the CHOPSTICKS from the table to the left of the door, and order food. A flaming ship will float by you. Use the PAINTBRUSH in the mechanism, you must time it so that the boat stops right in front of the painting. When the chef comes out to investigate, go into the kitchen and grab the CANAL STEAM GENERATOR and use it with the CAN OF GROG. You will now have the BLUE PAINTING.

In the docks go to the Dainty Lady. Use the EARRINGS, NECKLACE, PEN and BLUE PAINTING in that order on the figurehead. The next stop is Jambalya Island. Before you leave, however, Elaine shows up and takes the MÊLÉE ISLAND GUBERNATORIAL SYMBOL.

JAMBALYA ISLAND

Getting The Silver Monkey Head

In town go to StarBuccaneer's Coffee Shop, walk up the tourist in the purple shirt and look at her shopping bag. Take the STARBUCCANEER'S LOGO MUG then get a free sample of mini bagels from the counter. You now have the BAGEL CHUNKS WITH SCHMEAR WHIZ. That done, go to the Jambalya Island map then on to the pink house, you'll see Stan there. Go over to the desk and grab a TIME SHARE BROCHURE, then the JAR OF GLUE from near the door.

At the Micro Groggery use the JAR OF GLUE on the Mechanical Manatee and ask the bartender about the thing with the saddle. Tell him you want to ride it, you'll then receive a PLANET THREEPWOOD COUPON.

At Planet Threepwood read the menu and talk to the waitress and get a drink. Sit down and ask the Pirate for a free caricature, answer his questions to receive the MONKEY MUG CARICATURE which when used with the jar of glue can be stuck to the STARBUCCANEER'S LOGO MUG. Swap it for the mug that the waitress bought you.

Getting A Bronze Hat

At the Micro Groggery the bartender will ID you when you ask for some Grog then he'll give you the WIMPY GROG. Leave the bar and talk to the tourist by the statue, find out all you can about Tiny Lafeet. When you've finished chatting, go to the docks, get into the rowing boat and go left to Knuttin Atoll. Don't worry about Admiral Casaba, just let him know you're going to leave when you can, then leave. When you land walk left to the school (it's a brightish building) talk to the teacher then get enrolled. When you take the exam, give a really evil and nasty answer to be awarded the DUNCE CAP. You'll then find yourself outside the school. Now activate the fire alarm and the teacher will run out leaving the way clear for you to run in and grab the WHISTLE from the box of confiscated toys.

On the beach is a puppet show. Tell Li'l LeChuck he died over 80 years ago and ask him where he's been. Leave the puppeteer alone, then show him the BLUE PAINTING. This will scare him and he'll throw the puppets on the ground. Now pick up LI'L GUYBRUSH and LI'L LECHUCK.

Walk to the beach and you will find a fat pirate with a parrot perched on either shoulder, one tells the truth, the other lies. Tell him he is large, then enquire about his father, Tiny the friendly pirate. Ask where he buried the hat and he'll tell you it was in a field of rocks. Go to this field and use the WHISTLE to summon the parrots. Give one the WIMPY GROG then ask a simple question like, 'What is one plus three?' This way you'll weedle out the lying parrot. Now only ever ask the truth-telling parrot whether he is sat on the boulder that conceals the hat. Keep moving and whistling the parrot until you find the right rock. When you do talk to LI'L GUYBRUSH & LI'L LECHUCK Admiral Casaba will fire the cannon and blow up the boulder, revealing the BRONZE HAT.

Getting A Golden Man

Back on Jambalaya Island go to the plank diving competition and use the CHEWED UP BAGEL CHUNKS WITH SCHMEAR WHIZ with the seal oil that's on the table. Talk to Marco de Pollo and ask how to enter the diving competition. Now go to the judges and get certified. Once this process is done go back to Marco and tell him you'd like to dive against him. Your dive doesn't go too well so ask the grumpy judge what went wrong, after a bit of a rant about his wife examine the TIME SHARE BROCHURE in your inventory. On it is an interesting picture featuring his wife which when showed to the judge will make him give you a fair score. Next go to the wise hippy-type judge to ask what was wrong with your diving. He'll tell you to copy Marco's moves. So for the four kinds of dives here's what to do:

Alpha Monkey: ←
Keelhaul: ↑
Rum Barrel: ↓
Spinning Swordsman: →

Tell Marco you're going to dive again, but put on the DUNCE CAP – making you more aerodynamic which will satisfy the middle judge. Copy Marco's dive exactly to tie his score. In the tie-breaker you go first so do any dive you fancy, and when it comes to Marco's turn he'll put the sabotaged seal oil in his hair, thus attracting seagulls which will put him off so he gets really bad scores. You have now won the contest and the Golden Man.

**You now have all three parts of the Ultimate Insult. Find out how to use it in Act III next issue.*

RESIDENT EVIL CODE: VERONICA X

Completed it yet? Wrong! You should know by now that beating any *Resident Evil* game once is far from completing it because there are always so many additional hidden extras that only the most skillful and persistent of players will get to savour. Here's what sinister secrets lurk behind the evil of this revoltingly awesome adventure..

Battle mode

Successfully complete the main adventure under any difficulty setting. After the credits have rolled, the game will automatically save, leaving a brand new Battle option on the main menu.

First-person perspective

By successfully completing the game under the Easy or Normal difficulty setting, you'll be able to play through the entire game again in first-person. Try it and prepare to be amazed!

Steve Burnside in Battle mode

You can unlock Steve Burnside in Battle mode by putting in a good performance as Chris. But a more sure-fire way of unlocking him is to get the Gold Lugar replica pistol from the basement office on disc two. The drawer sequence to get access to it is: red, green, blue and bottom.

Albert Wesker in Battle mode

You can unlock evil Albert Wesker in Battle mode by performing well with Steve Burnside. But a better method is to take Wesker's sunglasses from the floor of the incubation lab when playing the main game as Chris.

Alternate Claire in Battle mode

You can unlock an extra version of the main heroine in Battle mode simply by performing well as her standard self.

Alternate Chris in Battle mode

Claire's brother also has a alter-ego armed only with a knife. To unlock him, simply complete the Battle mode as Wesker.

Linear launcher

Obtain an 'A' ranking with Steve Burnside, Chris Redfield, Albert Wesker and both versions of Claire in Battle mode to unlock the linear launcher. This staggering weapon will appear in your inventory the next time you enter Battle mode.

Saving ammo

To conserve much-needed ammo, you should opt to kill zombies with your combat knife. The best technique to use is to aim your attack at the creature's head and when timed right you'll knock it down. Now thrust your blade into its torso when on the ground to finish it off.

No bat bother

A cunning trick to avoid being bothered by bats is to use your lighter. Keep this out whenever they are about and they won't come near you. This works for both Claire and Chris.

YES, I WANT SIX ISSUES OF

PlayStation.2 OFFICIAL MAGAZINE-UK

THE OFFICIAL PLAYSTATION 2 MAGAZINE

YOUR DETAILS

Title_____ Initials_____

Surname_____

Address_____

Postcode_____ Country_____

Tel no (inc STD code)_____

Email address_____

PLEASE CHOOSE YOUR METHOD OF PAYMENT (1 OR 2)

1. DIRECT DEBIT

☐ UK only. £28.98 every six months – **save 10%. Complete form below.**
I understand that I will receive 13 issues during the next 12 months.
You can subscribe by Direct Debit over the phone. Simply call 0870 444 8656 and have your cheque book or bank statement to hand.
DID YOU KNOW? Your sort code and account number are printed on any of your cheques, so you can find them there.

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing *Media with passion*
Future Publishing Ltd.
Cary Court, Somerton,
Somerset. TA11 6BR

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____Bank/Building Society

Address_____

_____

_____Postcode_____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s)_____Date_____

Ref No (office use only)_____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email Direct Debit forms.

2. CHEQUE/CREDIT CARD – SIX ISSUES

☐ UK £26.95 – **save 10%**
☐ North America £36.95
☐ Europe (including Ireland) £36.95
☐ Rest of the world £46.95

☐ Cheque *(£s sterling drawn on a UK bank account payable to* Official PlayStation 2 Magazine)

☐ MasterCard ☐ Visa ☐ Switch Issue no/valid date _____

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ☐☐/☐☐ *Tick if you don't wish to receive mail from other companies* ☐

Signature_____Date _____

SEND TO: OFFICIAL PS2 SUBSCRIPTIONS

UK: Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
OVERSEAS: Future Publishing, Cary Court, Somerton, Somerset TA11 6TB, UK

☐ Tick if you do not wish to receive information about special promotions

Order Code: PLTP12 Closing date: 09/10/2001

SAVE 10%

With an *OPS2* subscription you can get six issues at just £4.50* each

*Offer applies to UK residents only

HOW DO I SUBSCRIBE?

Call our hotline

Ring **0870 444 8656** quoting Order Code: PLTP12
Line open 24 hours, seven days a week
Overseas readers call +44 870 444 8656

Or complete the form and return to:

UK: *Official PlayStation 2 Magazine*, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
Overseas: *Official PlayStation 2 Magazine*, Future Publishing, Cary Court, Somerton, Somerset TA11 6TB UK

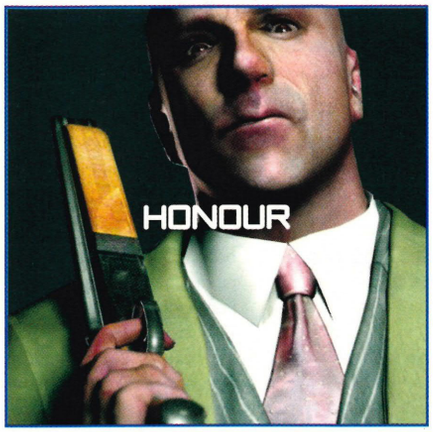
Or subscribe online at:

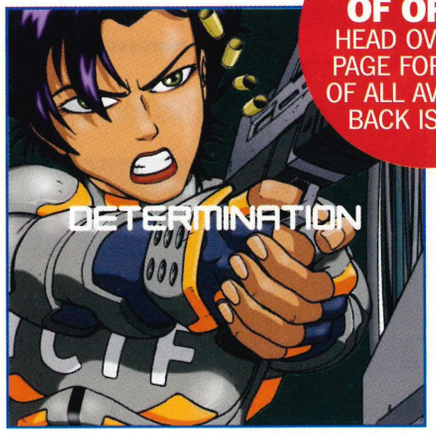
www.futurenet.com/promotion/pg012/113

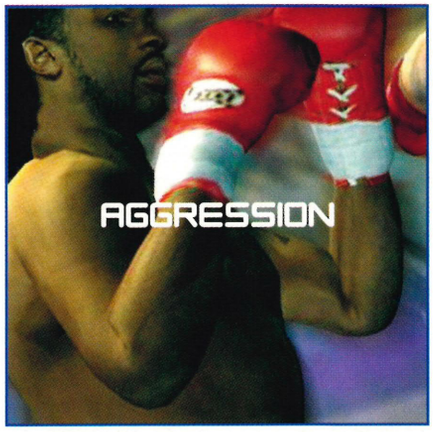
RISK FREE GUARANTEE
You can cancel your subscription at any time, and claim a full refund on any unmailed issues. No questions asked!

SPECIAL SUBSCRIPTION OFFER

MISSED A COPY OF OPS2? HEAD OVER THE PAGE FOR A LIST OF ALL AVAILABLE BACK ISSUES!







Game images: The Getaway © SCEE; Project Eden © Core Design; Oni © Take 2 Interactive; Knockout Kings 2001 © Electronic Arts Inc; Dead Or Alive 2 © Tecmo Inc; Onimusha © Capcom Co Ltd; ISS Pro Evolution © Konami; Aqua Aqua: Wetrix 2.0 © Zed Two; F1 Championship Season 2000 © Electronic Arts Inc. ALL RIGHTS RESERVED 2001.

There are a million worlds of emotion out there.
Subscribe via Direct Debit and you'll visit them every month.

PlayStation®2
OFFICIAL MAGAZINE-UK

DON'T MISS OUT! SUBSCRIBE TO *OPS2* VIA DIRECT DEBIT AND YOU'RE GUARANTEED TO RECEIVE THE ONLY MAGAZINE WITH A PLAYABLE DVD, DELIVERED STRAIGHT TO YOUR DOOR!

Other magazines let you watch. PlayStation®2 OFFICIAL MAGAZINE-UK lets you play.

postal

This month: retro musings, import woes, DVD hassles and our new text service...

Got something you want to get off your brain? Then tell us and win a prize! The winner of the StarLetter each issue gets a voucher for £50 to spend at V Shop. All other full letters printed receive a £5 voucher for V Shop. Send your letters to the Editor, Mike Goldsmith, c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Email us at PS2@futurenet.co.uk (marking your messages 'Postal') or text us your PS2 rants, raves, brainaches and faves on 07764 175886 for our shiny new Postal Bytes section. Please note: this phone number is for Postal Bytes only! TXT US!

STAR LETTER **£50 VOUCHER** V SHOP

ANY LETTER PRINTED **£5 VOUCHER** V SHOP

STAR LETTER: SQUARE PUSHER

Am I sensing a change in views of your magazine in regards to the importing of PSone and PS2 games? In issue #10, you make two very blatant promotions of non-European games – one reference to *Chrono Cross* and then your East vs West article on page 58. These certainly will have got some gamers thinking about what they are missing out on.

I own a lot of games that aren't available in the UK. *Chrono Cross* and *Parasite Eve* are two of the best and it is amazing that Square never released them in the UK *(*Parasite Eve II *was! – Ed). Final Fantasy Tactics* is finally being re-released in the US and I would be happy to grab a much cheaper version than what one must pay for on the auction sites.

In no way do I condone piracy or the copying of games but I'll be damned that I cannot use my PSone or PS2 to its fullest because of where I live. I realise that although you are independent from SCEE, you must still tow a line of some sort but you guys should be placing far more pressure on publishers to get these games released.

Admittedly, we could probably do without the 20th version of *Love Story High School Super* (or whatever – you get the point) that Japan receives but we still haven't got *Dark Cloud* (out for ages in the US) while *Twisted Metal: Black* is also taking its time.

Finally, your interview with Rockstar's Sam Houser made me laugh but if you don't know who The Strokes are, I suggest you stop reviewing all music immediately.
Lloyd Garrett, via email

We write about games because we love 'em, Lloyd. If titles are only available on import and deserve a UK airing, then we scream at publishers (including SCEE) to release them – while Editor of Official PlayStation Magazine, *this writer campaigned for the release of* Vib Ribbon *(and it worked), did it again for* Final Fantasy Tactics *(and, um, it didn't) while* OPM *is currently fighting the good fight for a UK version of SNK's superb* Metal Slug X. *Both* Dark Cloud *and* Twisted Metal *are now here (*Dark Cloud *delayed to include way more features than either the Japanese or US versions) and believe me, we're currently moaning like billy-o for a UK release of* Sky Gunner *and* Ally Of Justice. *Oh, and we're very aware of The Strokes, as the caption you refer to states. Lead singer looks like Bob Geldof, right?*

MONKEY BUSINESS

I am writing to respond to Simon Miller's email in issue #10. He was talking about how videogames are value for money. Maybe I am complaining too much, but I think games being value for money is total rubbish.

You see, I just purchased *Escape From Monkey Island*. I'm not saying it's a bad game or anything, but it lasted me just four days. Four bloody days! Whoopie! I bought the game because of its brain-teasing puzzles and side-splitting laughs. Admittedly the puzzles were hard and the jokes made me giggle, but the game just wasn't long enough. As it relies on you solving the puzzles to get anywhere, it has no replayablity!
Lee Yarker, via email

Fair point about Monkey Island *– while there are multiple routes through the game and lots of secrets to be discovered, it is a multiple choice adventure game. That said, to ask* Monkey Island *to be any longer is to ask it to be a completely different game. Can we point you to our Reviews section for future reference?*

CAR TROUBLE

I'd just like to add this to the great 'Why is the AI in driving games so bad?' debate. There was a game out on the ZX Spectrum back in the good old days called *3D Stock Car Simulator*.

This game has the best AI of any driving game before or since. The computer cars would avoid you if you hit your brakes when in front of them or if you went straight into reverse on the starting grid (as you do). You could even make them lose control and crash into the fences while attempting to get past you by swerving around in front of them.

I find it strange that the hyper-advanced games of today can't compete with a lowly Spectrum game. They don't make them like they used to...
Paul Fawcett, via email

Two possible options then. (i) Kazunori-san addresses this in future versions of Gran Turismo. *(ii) Sir Clive Sinclair storms the PS2 development community, dressed like a wizard and riding a white elephant, and releases a driving game that he claims plays exactly like the real thing. The name?* Need For Speed: The C5 Edition...

GETAWAY WITH IT

After seeing a screenshot of *The Getaway* for the first time almost a year ago, I was simply stunned by the supreme look of it all. But something has worried me. What if those brilliant graphics is all the game has to offer? I say this because it has happened before.

A while back in January 2000, before the PS2 had hit Japan your sister mag, *Official PlayStation Magazine*, wrote about Square's *The Bouncer*. To answer the question of whether or not the game would be released in the UK, the mag replied, "Please God, this is the future of games." Of course, this was mainly based on the graphics and how it was 'supposed to play' after looking at footage of the game. The result of this was a game that just didn't deliver the way so many had hoped. If the same thing happens to *The Getaway* and the gameplay is rubbish, I will be devastated.

What a shame it would be if along the way the developer got too carried away with making sure that the outside of a house near Oxford Street had exactly the right amount of bricks, they forgot to make sure that the game was actually enjoyable. Graphics aren't the only thing that can sell a game. If anything, gameplay counts so much more because when I buy a game, I buy it to play the damn thing, not to watch it. So let's hope that what is looking to be the best-looking game on the PS2 so far, doesn't plummet down on your review marking because of shoddy gameplay.
Nick Taylor, London

Confession time. I was in Tokyo for the announcement of PlayStation 2, I was lucky enough to see The Bouncer *first and, as then-Editor of* OPM, *this writer at the very least contributed to the early hype for* The Bouncer. *Why all the froth? Not because of the graphics but because the entire crowd gawped as we watched Square developers play an astonishing bar brawl scene that looked amazing and promised a narrative-lead free-roaming beat-'em-up with fully interactive scenery. Then 12 months later, what we got was a shiny* Ehrgeiz. *Will this happen with* The Getaway? *Having visited Team SoHo and seen the game up and running (not cut-scenes, but actual in-game) things are looking extremely promising. There are a couple of new shots in Spy this issue and we'll bring you more news next issue.*

ONLINE FANTASY

I am a dedicated fan of the *Final Fantasy* series and I am waiting with anticipation for *Final Fantasy X* and I expect *OPS2* is too.

What I find makes *Final Fantasy* stand out from the RPG genre is the deep and involving plot. Even in the good old days of *Final Fantasy V*, the plot still remained better than any other game to date.

To get to the point, I have seen a trailer of *Final Fantasy XI* which I think looks like *Dungeons & Dragons*. But what bothers me more is that the game is online. Okay, fair enough, this is an original idea but with millions of people playing at the same time, the deep and involving plot that makes *Final Fantasy* so amazing will be lost and forgotten. People will not be following the plot and therefore will not be playing the game as it should be played.
Matthew, Weston-Super-Mare

Surely online play will allow Final Fantasy *to evolve in ways previously unimaginable, incorporating any increased gamer interactivity to actually enhance those wonderful plot lines rather than stray from them. See your point, Matthew, but let's cut Square a little slack here.* EverQuest *does alright online and so will* Final Fantasy. *Head to page 88 to find out why.*

TOP OF THE FLOPS

Your *GT3* interview with Kazunori Yamauchi on issue #10's DVD was brilliant. The story of *Gran Turismo* through to *GT3* was fascinating – the quality of video, of course, was breathtaking and the content was of interest to any *GT* fan. In fact, I was glued to the screen from beginning to end. When it came to the *GT3* music, a brave attempt was made to hide the fact that the vast majority of *GT3*'s music is dire – simple as that! Come on, the first thing anybody has to do when playing *GT3* for the first time is to take off 80% of the so-called background music (BGM to us *GT3*-ers). On your disc, the bands were interviewed as if *TOTP* heroes, and none of them apologised for their appalling efforts.

V SHOP

For information on V Shop's 'two games for £60' deals turn to page 40 now.

(THE LAST) POSTAL: EXTRA

For this bit next month, text us your rants and raves on 07764 175886

First up, **Smedley Cadwalade** has a problem with his scratched and splattered PlayStation 2, "I've now considered giving my console a makeover. I've bought some black spray paint enamel but it looks crap and there's no way that's going within two feet of my PS2. I was wondering, could you give me the exact (or closest) colour that those folks at Sony have sprayed on their machine, just so I don't have to shell out for rubbishy blacks." Well, after much paint swatch testing and umming and ahhing (and asking SCEE), we reckon it's, well, dark black. Hope that helps. **Oyewole Ajagbe** (are these real names?!) is concerned about inconsistencies in the *Tekken*'s character biogs printed in issue #10's Spy story. "When talking about *Tekken 4* you said that Christie Monteiro (one of the amazing new characters) is Eddy Gordo's granddaughter. If the fourth instalment takes place only two years after the third one, how the hell has Eddy got a 20-year-old granddaughter when he is only 29!" Good spot, Oyewole. After consulting our resident *Tekken* expert, it turns out Monteiro is actually the granddaughter of the man who taught Eddy Gordo capoeira while he was in prison. Forgive us... **Andy** pops his head round the PS2 mailbox to chirpily add, "At last, Swindon in a game!". We think he's talking about *MX Rider*, and we couldn't agree more. And finally a special cheer goes out to **Mr Marbles** who is clearly the most insanely addicted *GT3* player we've heard of yet, "Oh man. It's nearly half five in the morning. Have reached the Special License. Will. Not. Sleep. Til. I. Pass..."

Now, an interview with some real music makers – the people behind the music for *SSX*, *Twisted Metal: Black* or *Tomb Raider* to name a few examples – would have commanded respect!

And can we have an interview with the President of Microprose next, going through the history of the *X-COM* games, from PC to PSone and when they plan to go onto PS2 (please!)

Malcolm Brown, Kings Close

No news on X-COM *yet, Malcolm, but we're on it. As for the issues of the music in* Gran Turismo 3 *– well, you can 'blame' Polyphony for the Feeder tracks as the developers are all big fans while the other bands will have been sourced by SCEE. Us? Well, our suggestion of using The Fall just didn't cut it. Strange that.*

MOVIEWATCH

This is my first letter to your amazing magazine. I'm from Belgium (that's the little country to your right, the one with the chocolate) and I recently came across something that struck me as a bit strange. I'm a big PS2 fan and I love the gaming but I occasionally like a good DVD, and that's where the problem arises. You see, I understand that there is a difference between the release dates of US and European DVDs, but why is there sometimes such a big difference between the European release dates?

You lucky Brits normally get most DVDs sooner than us, but sometimes we Belgians get DVDs before you. For example, the Cage blockbuster *Gone In 60 Seconds* was released in the UK in July, but I bought my copy in January.

Why is that? Why can I buy that DVD five months before you? They don't have to include subtitles, it's in English, it has all the same extras, so why? I hope you can answer this question because it has been bugging me for some time now.

Christophe, Belgium

Ah, the bizarre world of DVD. Features are stripped out from the original US version, release dates are apparently decided on the role of a dice and we all get narked that we can't get that crucial Porky's *outtake we want. The reason? Our enquiries were met with blanks but methinks we should all complain to the highest authority for having to watch* Gone In 60 Seconds *any way.*

THE PRICE IS WRONG

In the latest issue of your brilliant magazine I couldn't help noticing the interesting article about the exciting new HDD and Network Adapter coming out for the PS2 next year. One of the first things I noticed was the small list of release dates and prices for the two add-ons. It said that the Network Adapter was going to retail at somewhere around the price of £40. 'Fair enough,' I thought, 'That's very reasonable for either 56K or broadband connection.'

Now let's have a look at how much the HDD will set me back. £200! I couldn't believe it. I know that a 40Gb HDD is large, but £200? I'm very interested in going online with my PS2 as early as I can. The prospect of being able to download extra things like weapons, characters, cars, tracks, levels and even whole games and movies means I just don't want to miss out on such a big thing.

I decided to surf the Web and find out for myself how much the HDD was going to cost. The response that I got was that it would retail at around $100-150 in the US. That's alright I thought, because when the PS2 first went on sale in the US it was sold for $300 so we'd be getting the HDD for around £100-150. Not only was this the price that many reliable people told me but the same people also said that that would come bundled with the Network Adapter.

I would like to know how accurate your prediction was on the price of them both. Please don't say that the whole lot will in actual fact cost a total of £540 for the PS2, a HDD and the BBA because I, and many other people, feel that this is far too much.

Niall McNally, Halifax

With no info from SCEE as we went to press with the feature, our 'prediction' was based on a mixture of SCEE's previous pricing policy ($200 = £200, if you know what we mean), foreign release info and educated guess work. The latest official word from SCEE on the HDD/Network Adaptor? There still is no official announcement but we 'predict' the following: (i) The Network Adaptor will be out around February/March. (ii) The HDD will probably now cost LESS than £200, as the cost of memory drops. (iii) We understand the HDD will launch in the UK with the release of Final Fantasy X. *We believe that will be around June 2002. More – inevitably – next issue...*

MIND YOUR LANGUAGE

This letter is about something that you always seem to omit in your reviews of games – choice of language. Or, more specifically, choice of spoken language. This is mainly a problem with games of Japanese origin.

For some reason Western publishers seem to think that we want Japanese game characters to speak American (or sometimes a choice of European languages). The logic behind this escapes me, because there is something called subtitles... Anyway, sound is important, and with amateurish voice acting the result is that the atmosphere in these games is almost completely ruined. *Onimusha* is one such game, where the original Japanese speech is inexplicably removed in the European version (according to my retailer). This wasn't mentioned in your review, so apparently you don't find this a big issue. But it is the sole reason I won't buy an otherwise good game.

Svenn A Ramlo, Oslo

Some games are dubbed, some games are subtitled but sadly – unlike, say, the DVD of Run Lola Run *– they don't come with the option of both. A good point there, Svenn, and we'll endevour to mention it in future reviews. Farväl!* □

To be eligible for the StarLetter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

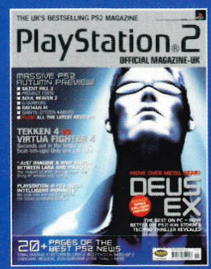
back issues

Want to get your hands on the issues people are discussing in Postal? Come raid our warehouse for issues you've missed. All issues feature playable demo discs.

EIGHT: *Red Faction* reviewed, Shinji Mikami interview, *Crash Bandicoot* preview, *Dropship* feature, *MTV MG2* on the disc.

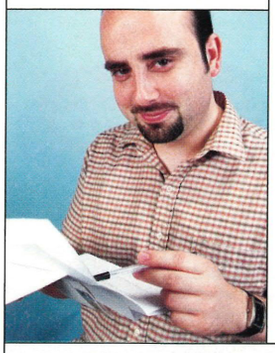
NINE: *Gran Turismo 3: A-spec* eight-page review, inside *K-Project*, *AirBlade* and *Jak And Daxter* features, playable *F1 2001* demo.

TEN: *Resident Evil Code: Veronica X* world exclusive review, PS2 preview roundup and a playable demo of *Le Mans 24 Hours*.



ELEVEN: *Deus Ex* world exclusive preview, in Japan with *WWF SmackDown!*, *Tekken 4* news and a huge demo of *Lotus Challenge*.

To order back issues of *OPS2*, write to *Official PlayStation 2* Back Issues, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, or call 01458 271184. Back issues are priced £5.99 (UK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.



postal: surgery

Every issue, *OPS2*'s Dr Paul Fitzpatrick cauterizes your gaming wounds.

1. I've recently brought a copy of *Extermination* for PS2 and I'm stuck. I'm trying to get to the third detonator by the control room but when I go through the door by the floor that gives you an electric shock, I'm faced with a wall of water that I can't get past. There's a switch on the wall which makes cold air come out of the pipe but it doesn't seem to do anything else.
M Kidd, via email

2. I'm asking for a bit help with *Extermination*. I've just planted the detonator in Research Level 1 but don't know how to get into Research Level 2. Any tips would be gratefully received.
Jo, via email

1. *Tricky one this. What you need to do is take a run up and sprint as far as you can into the wall of water. Before you get pushed back, use your knife to slash at the pipe. Sever it completely and then by turning on the coolant system (that pipe you mentioned) you can freeze the water solid. Once done you can smash it and exit up the stairs just beyond. Job done.*
2. *Once you've planted the detonator what you need to do is backtrack to the Underground Storage Area where you last met your comrade Gary. Go through the door on the upper floor above where he was sitting, follow the corridor and go down the stairs. Turn right and you'll find the way blocked by spider webs. Cut through these and you'll enter Level 2.*

1. Will *Championship Manager* be coming to PS2?
2. Will *Virtua Tennis* be coming to PS2 and if so, when?
3. What the hell is PS2 Linux that you talked about briefly in your last issue?
Ben H, Oxford

1. *There has been no official confirmation as yet, but once the Hard Disc Drive has been released it's almost certain that the stat-heavy PC football management series will be making its way to PS2.*
2. *As the PS2 port of* Crazy Taxi *has shown there's definitely a demand for faithful ports of class Sega titles. With that in mind* OPS2 *believes it's only a matter of time before* Virtua Tennis *makes the platform leap.*
3. *The PS2 Linux kit is a* relatively *low-cost setup for designing and developing PS2 games. Incorporating a Hard Disc Drive, mouse, keyboard and software it enables would-be games makers (in Japan only, as yet) with a fairly advanced level of programming knowledge to hook a PS2 up to a PC and get creative. Much more powerful than Yabasic, the PS2 Linux is still shy of the full specs boasted by the proper PS2 development kit used by professional developers.*

1. The Sega Dreamcast game *Shenmue* was supposed to be continued over several sequels but with 1 and 2 on Dreamcast and Sega becoming a third-party developer will 1, 2 and future sequels now be made for PS2?
Andy B, via email

1. *Well, Yu Suzuki, the creative driving force behind* Shenmue *is working on* Virtua Fighter 4 *for PS2 as we speak...*

1. Could you recommend me a good PS2 RPG out now or in the near future?
2. Is it worth waiting for *Final Fantasy X*?
L Yen, via email

1. *Of the PS2 RPGs out now it's a photo finish between* Summoner *and* Ephemeral Fantasia. *Neither are perfect but* Summoner *is a stylish, traditional epic with a novel plot driving the action, while* Ephemeral Fantasia *boasts an original (and very funny) spin on RPG staples.*
2. *If you're very patient you wait for* Final Fantasy X. *Although it's not out until next June in the UK it's already notching up mind boggling sales in Japan, and from the look of an imported copy we've seen, it's no fluke. See our feature on page 88.*

1. The grill at the front of my PlayStation 2 has become really dusty and I want to know how I can clean it without damaging my lovely machine.
Richard Anafi, via email

1 *Short of asking your mates not to shed quite so much dead skin, have you tried using a cotton wool bud? It's like they were made for the job.*

1. Will the new DVD Region X cartridge from Datel allow the PS2 to play VCD's?
2. If not is there any other way of playing VCD's through the PS2?
Tom, via email

1. *No. The Region X doesn't support VCD.*
2. *The PS2 simply doesn't support VCDs.*

1. I've been stuck on the final level of *Star Wars: Starfighter* for ages. I beat the ship and destroyed the generator but cannot find my way out of the droid control ship. It's driving me insane because I know it's right at the end of the game.
Adam Fraser, via email

1. *Fly around the final chamber after you've destroyed the generator and you'll see one of those huge viewing windows set in one of the walls. Believe it or not, you can fly straight out of that and into open space and victory.*

1. What's the name of the song playing in the background on the *GT3: A-spec* DVD footage on the demo disc on issue #10?
2. Who's it by?
Tom, via email

1. *The track is called* Just A Day.
2. *It's by Feeder and features as a bonus track of their single* Seven Days In The Sun *as well as in* Gran Turismo 3.

1. When is *SSX Tricky* coming out?
2. Will it be worth waiting to buy this version?
Paul Cunningham, via email

1. *The new DVD-enhanced* SSX Tricky *is slated for release this November.*
2. *If you can wait till then it will be well worth a purchase. Totally redesigned tracks plus two new additions, six new riders featuring the voices of some yet-to-be-named celebs, improved frame rate, new tricks and featurettes on the making of the game. For more info see our feature on page 82.*

1. Why are there horrible borders on PAL conversions of NTSC games?
2. Why can't developers do something about it?
Numerous, via email

1, 2. *We have had a growing number of emails and letters on this contentious issue. So with all the readers who've taken the time to contact us in mind we've gone to a number of publishers and developers to find out what they're planning to do*

"What is collision detection?" asks Michael Field. It's something that's not in this game, Michael...

DIAGNOSIS OF THE MONTH

The rickety biplane of nosediving comprehension talked in for a safe landing by *OPS2*'s air traffic control of factual dependability. Or our answer to a particularly burning question. This month, **Michael Field** from Bournemouth asks: 'What is collision detection?'

It's one of those things that's invisible when done correctly but painfully obvious when it's not. Collision detection refers to a varied collection of methods programmers use to give in-game objects the appearance of solidity. Collision detection is what stops you from running through walls and out of the game environment in Quake III *and prevents your Naboo fighter from passing through the 'space' occupied by the droid control ship in* Star Wars: Starfighter. *When the process is implemented badly or hastily (or merely in areas where programmers haven't anticipated gamers will be able to reach) it results in that immersion wrecking experience of having game characters merging or partially disappearing into either one another or the scenery. Where collision detection has been over zealously used, objects appear to have an invisible barrier around them.*

about the problem. You'll find out what they said on page 50. Thanks to everyone who wrote in.

1. Just a quick question regarding *MTV Music Generator 2*. I have several trance tunes stored on my 8Mb memory card. How would I go about getting them to a record company to see if they're interested?
2. Also would I be able to save to a MiniDisc via some sort of cable?
Simon Jenkins, via email

1. *Send them your best work and just hope they reply is the only sound advice for budding producers*
2. *Providing your MiniDisc recorder has an optical in/out port all you need to do is head to your local hi-fi store and snap up an optical lead. Hook up the MiniDisc to the PS2's Optical Out port (located at the back, below and to the left of the power socket) and you'll be sorted. The PS2 will automatically adjust the sound levels to ensure a distortion-free copy. Good luck.*

1. What is the difference between Broadband and ISDN?
2. If I already have an ISDN line, will that work with the PS2?
3. If I have a Sony MP3 player, will I be able to use the PS2 to download songs?
4. I read in your magazine that a USB keyboard works with the PS2 and I got one of these from an Apple Mac. Can you use an Apple Mac mouse with the PS2?
Rich, via email

1. *ISDN is a specific term and refers to a set of standards for digital transmission of data along existing copper wire phone connections. Broadband is a much more vague term and refers simply to any Internet connection that operates on a high bandwidth. For example, a connection via a fibre optic cable.*
2. *Yes. It'll work fine.*
3. *You should be able to download MP3s to any brand of MP3 player, provided you have the necessary means to connect it to your console.*
4. *Any USB keyboard or mouse will work with PS2. However each device must be connected to a separate USB port.*

1. When is *G-Surfers* coming out?
2. Will SCEE reduce the price of PlayStation 2 consoles to compete with the Xbox when it arrives?
3. Also will SCEE continue to use the 'Platinum' range for PS2 any time soon?
Aaron, Kent

1. G-Surfers *will be out in October.*
2. *As you know PS2 has already shed £30 off its price tag. Although there is no official word, it's likely that there'll be some kind of cut to coincide with the pre-Christmas season.*
3. *Until the PS2 celebrates its first UK birthday there can't be a Platinum range since a game needs to sell a certain number of units in a year to qualify for inclusion. When that happens however, it's very likely that the same (or a similar) series will be launched.*

1. Does *Final Fantasy X* use voice acting in the whole game or just in the cut-scenes?
Morten, Denmark

1. *The voice acting will appear in the cut-scenes only. While the subtitles, which provide the bulk of the game's conversation will be localised into five different languages.*

1. Those screenshots of *The Getaway*. Are they in-game graphics or just cut-scenes?
2. I have an old VR F1 steering wheel that works with most of my PSone driving games. Will it work on *GT3*?
Nick Taylor, via email

1. They are in-game graphics.
2. It's unlikely but try it out. It won't harm either the peripheral or your PS2.

1. Do you know if there will be *Dragon Ball Z* game by Infogrames for PS2?
2. Would you be able to tell me if *Resident Evil Zero* (y'know the one with Rebecca) will be released on PS2?
Kyle Mortimer, Scotland

1. *For now at least,* Dragon Ball Z *games are still largely a Japanese obsession, and when they do come out they tend to gravitate towards PSone so don't expect a PS2 release.*
2. Resident Evil Zero *is currently being developed for GameCube. When we asked Capcom if it would make an appearance on PS2 the the answer was a shrug and a wry smile. Rest assured, whether it's* Resident Evil 4 *or* Zero, *Mikami's zombie-infested world will be returning to PS2.*

Send all your game-related and technical queries to: Surgery, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk, marking it 'Surgery'. Get writing now!

PS2 Action Replay 1.3 £29.99
PS2 All Region DVD X – by Datel £19.99
PS2 Xport Ps2 PC memory link £19.99
PS2 Mega memory 16M
PS2 Remote £15
PS2 Vertical Stand £5
PS2 Scart Cable £5
Ps2 SVHS cable £5
PS Gamehunter £15
PS Laser £35
GBA PC Linker £49.99
GBA PC Linker 64M Blank Cartridge £89.99
GBC PC Linker & 16 M Card £49.99
Credit card Hotline
01437 766321 / 07710 425019
Thousands of Hot Products andgames ON Line!
www.videogamecompany.com!

http://www.cyber.rdg.ac.uk
Cybernetics
GR8 Degrees
4 U ;-)
http://www.cyber.brad.ac.uk/

NOKIA - Ringtones & Graphics MOTOROLA & SAGEM - Ringtones Only
RINGTONES & GRAPHICS
TOP RINGTONES (Ref: / NOK. / MOT. / SAG.)
1. STAN 105859
2. NEXT EPISODE 138444
3. SAY MY NAME 102937
4. YOU MAKE ME SICK 118263
5. I WANNA BE YOU 143149
ICONS
REF: 103663 REF: 120575 REF: 139399 REF: 100848 REF: 111566 REF: 104645
only 75p per min
There's 1000's more to choose from!
09069 525 503
www.iconaphone.com
Calls cost 75p/min from landline. Mobile operators may charge more. Ask bill payers permission before calling. Av. call 2 mins. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

30 SECONDS TO HEAVEN
ADULTS ONLY
LIVE INSTANT PLEASURE
09090 663 662
P.O. BOX FORUM, LONDON N19 2BU.
09090 calls cost £1.50 per minute at all times. All calls recorded.
09068 38 38 55
SWAP YOUR HOME PHONE WITH A STRANGER
LIVE 121 HOT LATINO BABES...
...are very, very bored and are LIVE on line NOW!!
09066 423 222
PO BOX Forum, London N19 2BU.
Calls cost £1.00 per minute at all times. All calls recorded.
Dating Direct

THE FUNNIEST WAY TO WIND UP A FRIEND!
CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...
MR. FURY 09067 361562
THE DETECTIVE 09067 361563
MR. STAMMER 09067 361564
...THEN WAIT FOR THE REACTION
IRATE DELIVERY DRIVER 09067 361565
MY DAUGHTER'S PREGNANT 09067 361566
CALLS ARE CHARGED AT £1/MIN AT ALL TIMES. JOKELINES, P.O. BOX 43, WARMINSTER, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE PHONE BILL BEFORE CALLING

www.ashdesign.com
GamePod
The original and still the best in games console furniture
Playstation and PS2 compatible
Fully adjustable
Race bred rally seat
Complete with wheel and pedals
Integrated TV shelf
FREE colour brochure
Ash Distributions Ltd
Tel: 0116 279 6601
info@ashdesign.com
www.ashdesign.com

the shortlist

If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Want the definitive verdicts on the 113 PS2 games available right now? Then welcome to The ShortList.

PlayStation 2 OFFICIAL MAGAZINE-UK **STAR PLAYER**

☆ A title marked with our **StarPlayer** award is your guarantee of a title which excels on every level. Looking for a truly great PS2 game? Then get one of these now.

4X4 EVOLUTION
(Take 2/Terminal Reality)
Flash but slack off-roader, which fails to make a lasting impression.
Reviewed **OPS2#06**/**Overall 05**

7 BLADES
(Konami/KCEJ)
Ninja-styled adventure with repetitive gameplay.
Reviewed **OPS2#05**/**Overall 06**

ALL-STAR BASEBALL 2002
(Acclaim/Acclaim Studios Austin)
A sensibly-designed all-round game of baseball with oodles of hidden playability and depth.
Reviewed **OPS2#07**/**Overall 07**

AQUA AQUA: WETRIX 2.0
(SCi/Zed Two)
Addictive, well-realised update of *Wetrix*.
Reviewed **OPS2#01**/**Overall 07**

ARMORED CORE 2
(Ubi Soft/From Software)
Infinitely-tweakable first-person mech shooter with a bewildering array of bolt-on bionic body parts to tinker with.
Reviewed **OPS2#04**/**Overall 07**

ARMY MEN AIR ATTACK: BLADE'S REVENGE
(3DO/3DO)
Dullsville helicopter game.
Reviewed **OPS2#09**/**Overall 02**

ARMY MEN: GREEN ROGUE
(3DO/3DO)
On-rails shooter which manages to plumb new depths of tedium.
Reviewed **OPS2#08**/**Overall 01**

ARMY MEN: SARGE'S HEROES 2
(3DO/3DO)
Poorly realised shooter.
Reviewed **OPS2#07**/**Overall 03**

ATV OFFROAD
(SCEE/Rainbow Studios)
Quad bike stunt racer with wonky AI and light handling, resulting in a poorly-controlled, uneven ride.
Reviewed **OPS2#10**/**Overall 06**

BLOODY ROAR 3
(Virgin/Hudson Soft)
Beast battler with a lot of fur, but a lack of teeth.
Reviewed **OPS2#09**/**Overall 06**

CART FURY CHAMPIONSHIP RACING
(Midway/Midway)
An arcade racer rammed with crazy physics and ridiculous speed, but lacking longevity.
Reviewed **OPS2#10**/**Overall 06**

CITY CRISIS
(Take 2 Interactive/Syscom)
Innovative helicopter airlift adventure with neat control system. Short on levels tho'.
Reviewed **OPS2#10**/**Overall 06**

CRAZY TAXI
(Acclaim/Sega/Acclaim)
Pure arcade thrills. If you want speed, buy this now.
Reviewed **OPS2#07**/**Overall 08**

DARK CLOUD
(SCEE/Level 5)
The new 'best RPG on PS2'. Enthralling story, atmospheric music and a fantastic world-building element thrown in for good measure.
Reviewed **OPS2#12**/**Overall 07**

DEAD OR ALIVE 2
(SCEE/Tecmo)
Blistering beat-'em-up. Includes a 60Hz option.
Reviewed **OPS2#02**/**Overall 07**

DISNEY'S DINOSAUR
(Ubi Soft/Ubi Soft)
Poor movie spin-off.
Reviewed **OPS2#03**/**Overall 04**

DONALD DUCK: QUACK ATTACK
(Ubi Soft/ Disney Interactive)
More 'cack' than 'quack'.
Reviewed **OPS2#04**/**Overall 04**

DRAGON'S LAIR
(Digital Leisure/ Cinematronics)
Unplayable retro adventure.
Reviewed **OPS2#03**/**Overall 02**

DRAGON'S LAIR II: TIMEWARP
(Digital Leisure/ Cinematronics)
Painfully dull arcade sequel.
Reviewed **OPS2#03**/**Overall 01**

DRIVING EMOTION TYPE-S
(EA/Square)
Dismal, *dismal* racer. Fails to evoke *any* emotion at all.
Reviewed **OPS2#05**/**Overall 04**

DYNASTY WARRIORS 2
(Midas Interactive/KOEI)
Epic battler mixing strategy, sword-slashing, horse riding and shooting people.
Reviewed **OPS2#02**/**Overall 07**

EPHEMERAL FANTASIA
(Konami/KCEJ East)
Bemani-flavoured RPG where periodically whipping out a guitar and playing a solo is integral to the plot.
Reviewed **OPS2#10**/**Overall 07**

ESCAPE FROM MONKEY ISLAND
(Activision/LucasArts)
Adventure with smart visuals, witty script and intelligent puzzling.
Reviewed **OPS2#09**/**Overall 08**

ESPN INTERNATIONAL TRACK & FIELD
(Konami/KCEO)
Graphically impressive athletics sim with dodgy AI.
Reviewed **OPS2#01**/**Overall 06**

ESPN NATIONAL HOCKEY NIGHT
(Konami/KCEO)
Gameplay kinks put this below its EA Sports rival.
Reviewed **OPS2#05**/**Overall 06**

ESPN NBA 2NIGHT
(Konami/KCEO)
For basketball heads only.
Reviewed **OPS2#05**/**Overall 06**

ESPN WINTER X-GAMES SNOWBOARDING
(Konami/KCEO)
Lifelike snowboarder, ruined by bland graphics, unresponsive controls and a lack of excitement.
Reviewed **OPS2#01**/**Overall 06**

ETERNAL RING
(Ubi Soft/From Software)
Unoriginal Japanese RPG. As painful as its title.
Reviewed **OPS2#05**/**Overall 03**

EVERGRACE
(Ubi Soft/Crave Entertainment/ From Software)
An ultimately depressing role-playing game, which fails to engage on any meaningful level.
Reviewed **OPS2#06**/**Overall 02**

EXTERMINATION
(SCEE/Deep Space)
Alien-inspired survival horror-fest set in a deserted Antarctic research base. Positively crawling with design innovations.
Reviewed **OPS2#08**/**Overall 07**

EXTREME-G 3
(Acclaim/Acclaim)
A great future racer that will do more than just stop the gap between now and Studio Liverpool's long-awaited *WipEout Fusion*.
Reviewed **OPS2#12**/**Overall 08**

F1 CHAMPIONSHIP SEASON 2000
(EA Sports/EA/ Visual Sciences)
Hardcore F1 fans will find this a little too easy.
Reviewed **OPS2#03**/**Overall 06**

F1 RACING CHAMPIONSHIP
(Video System/Ubi Soft)
Good attention to detail but a lot less fun than its (many) competitors.
Reviewed **OPS2#06**/**Overall 05**

FORMULA ONE 2001
(SCEE/Studio Liverpool)
Tons of depth, but it'll feel just too 'simmy' for some. Still, the best F1 game on the PS2 to date though.
Reviewed **OPS2#07**/**Overall 08**

FANTAVISION
(SCEE/SCEI)
The world's first fireworks game. Not enormous, but of rare and random beauty.
Reviewed **OPS2#01**/**Overall 07**

FIFA 2001
(EA Sports/ EA Sports Canada)
Great graphics but second division gameplay.
Reviewed **OPS2#02**/**Overall 06**

FUR FIGHTERS
(Acclaim/ Bizarre Creations)
Cute fluffy creatures armed to the teeth with shotguns, blast each other to pieces in this rawkus cel-shaded cartoon adventure.
Reviewed **OPS2#08**/**Overall 08**

GAUNTLET: DARK LEGACY
(Midway/Midway East Games)
Dated gameplay negates any innovative additions.
Reviewed **OPS2#08**/**Overall 05**

GIFT
(Cryo Interactive/ Ekosystem)
Original take on the old 3D platformer, but lets its riotous imagination get in the way of its gameplay.
Reviewed **OPS2#10**/**Overall 06**

GRADIUS III & IV
(Konami/KCET)
Dull 2D arcade shooter.
Reviewed **OPS2#01**/**Overall 02**

☆ GRAN TURISMO 3: A-SPEC
(SCEE/Polyphony Digital)
If you didn't know already *GT3* is the greatest driving game in the world. Rally cars, sports cars, they're all there – buy it now and never look back.
Reviewed **OPS2#09**/**Overall 09**

GUN GRIFFON BLAZE
(Swing!/GameArts)
Another mech shooter for robot obsessives everywhere.
Reviewed **OPS2#03**/**Overall 07**

H30 SURFING
(Take 2/ASCII)
Inadequate surf sim with an infuriating camera angle.
Reviewed **OPS2#02**/**Overall 04**

reader's choice

WHY EVERYONE SHOULD OWN... **RED FACTION**

Nominated by *OPS2* reader **CHRIS HYNDMAN** via email
"You can't beat *Red Faction* for story line and gameplay."

"I nominate *Red Faction* because it is the best first-person shooter available for the PS2 at the moment. I love the way all the scenery is destructible and that you can pick up different vehicles and drive them about. It gives you a feeling of total realism and freedom in your gaming world. *TimeSplitters* and *Quake III* are both great games too, but you just can't beat the might of *Red Faction* for story line and absorbing gameplay."

What's the PS2 game you think everyone should own? Write to Reader's Choice at the usual address or email your suggestion to PS2@futurenet.co.uk. Enclose name, address, age and photo to win a game of your choice.

six of the best

BEAT-'EM-UPS

1. TEKKEN TAG TOURNAMENT

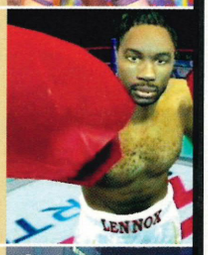
Tekken 4 is on its way, but for now this is still the daddy of the dojo for the discerning PS2 fight fan. Mastering all the combos takes real skill but it's that very depth that'll keep you fighting.

*Tekken Tag Tournament *is out now from SCEE.*

2. DEAD OR ALIVE 2

Brash and breezy Yang to *TTT*'s studied, hardcore Yin, *DOA2* is a supremely fluid game with emphasis firmly on ease of use and buxom babes.

*Dead Or Alive 2 *is out now from SCEE.*



3. KNOCKOUT KINGS 2001

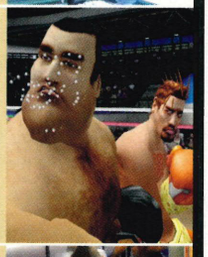
A sim-like approach to boxing that repays effort with a very satisfying climb up the ranks of the world's finest pugilists.

*Knockout Kings 2001 *is out now from EA Sports.*

4. BLOODY ROAR 3

Entertaining arcade grappler boosted by contestants' ability to transform mid-fight into bestial alter egos with ketchup splattered results.

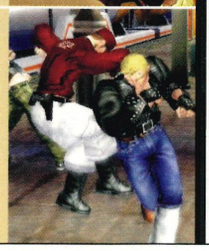
*Bloody Roar 3 *is out now through Virgin.*



5. READY 2 RUMBLE: ROUND 2

Hard to fault cartoon boxing with a gym full of hilarious fighters and swaggering showmanship in every sweat-soaked bout.

*Ready 2 Rumble: Round 2 *is out now from Midway.*



6. THE BOUNCER

Innovative brawler that weaves an engaging story through its team oriented fight action. Ironically, would've benefited from less scene setting.

*The Bouncer *is out now through SCEE.*

HEROES OF MIGHT AND MAGIC
(3DO/3DO)
Patchy PC-style adventure.
Reviewed **OPS2#08**/**Overall 03**

HOLOGRAM TIME TRAVELLER
(Digital Leisure/Sega)
It may be classed as a 'classic', but you should avoid this like the plague.
Reviewed **OPS2#03**/**Overall 00**

INTERNATIONAL LEAGUE SOCCER
(Eon Digital Entertainment/Taito)
Astoundingly rotten. Easily one of the worst footie sims ever to grace the PS2.
Reviewed **OPS2#10**/**Overall 02**

INTERNATIONAL SUPERSTAR SOCCER
(Konami/KCEO)
Genuine squads and more instant terrace gratification.
Reviewed **OPS2#01**/**Overall 08**

KENGO: MASTER OF BUSHIDO
(Ubi Soft/LightWeight)
A padded-out Training mode makes up for this smart ninja fighter's rather limited nature.
Reviewed **OPS2#07**/**Overall 06**

KESSEN
(Electronic Arts/KOEI)
RTS on an epic scale with up to 100 warriors on-screen at once.
Reviewed **OPS2#04**/**Overall 07**

KNOCKOUT KINGS 2001
(EA Sports/EA Sports)
Competent boxing sim. Not good enough to earn its royal status though.
Reviewed **OPS2#05**/**Overall 06**

KURI KURI MIX
(Empire/From Software)
Bizarre two-player puzzler fixated with greed.
Reviewed **OPS2#07**/**Overall 07**

LE MANS 24 HOURS
(Infogrames/ Melbourne House)
More accessible for the gamer daunted by simulation-style vehicle handling, but has depth and thrills in abundance.
Reviewed **OPS2#09**/**Overall 08**

MADDEN NFL 2001
(EA Sports/EA Sports)
PS2's most rewarding and complete NFL game. Could potentially convert non-believers to the sport.
Reviewed **OPS2#01**/**Overall 08**

MDK2 ARMAGEDDON
(Interplay/BioWare)
A unique, challenging adventure bursting with ideas and an inspired three-character format.
Reviewed **OPS2#07**/**Overall 08**

MIDNIGHT CLUB
(Rockstar/Angel Studios)
Speedy urban racing, boasting huge and action-packed NYC and London environments. Sadly, the game ain't much cop.
Reviewed **OPS2#01**/**Overall 04**

MODERNGROOVE: MINISTRY OF SOUND
(Ubi Soft/Moderngroove)
Entertaining lightshow generator, containing five full dance albums, although couldn't really be classed as a game.
Reviewed **OPS2#12**/**Overall 06**

MOTO GP
(SCEE/Namco)
Gran Turismo on two wheels. A fantastic motorbike sim that rewards repeated plays.
Reviewed **OPS2#03**/**Overall 07**

☆ MTV MUSIC GENERATOR 2
(Codemasters/Jester)
Home DJ sample/mixer music maker. Enormous fun and nigh on faultless. One of the most interactive and well put together PS2 releases yet.
Reviewed **OPS2#08**/**Overall 09**

NBA HOOPZ
(Midway/Eurocom)
Ace arcade-styled basketball sim but not as good as *NBA Street*.
Reviewed: **OPS2#06**/**Overall 06**

NBA LIVE 2001
(EA Sports/EA Sports)
Solid and playable EA franchise. But where's the b-ball excitement?
Reviewed: **OPS2#05**/**Overall 06**

NBA STREET
(EA Sports Big/EA Sports)
Great looks, great to play, but not quite next-gen. Still in a world of six out of ten basketball titles this one is undoubtedly the most original and accessible.
Reviewed **OPS2#10**/**Overall 06**

NHL 2001
(EA Sports/ EA Sports Canada)
EA Sports' perennial ice hockey licence hits the mark beautifully.
Reviewed **OPS2#02**/**Overall 08**

ONI
(Rockstar/ Bungie Software)
Pioneers new character animation in an enjoyable third-person sci-fi romp.
Reviewed **OPS2#05**/**Overall 07**

ONIMUSHA: WARLORDS
(Capcom/Capcom)
Impressive survival horror that lets the PS2 run riot. Gameplay isn't quite so fresh, though.
Reviewed **OPS2#09**/**Overall 08**

OPERATION WINBACK
(Midas Interactive/KOEI)
Lacks variety, but still an enjoyable stealth shooter.
Reviewed **OPS2#07**/**Overall 06**

ORPHEN
(Activision/Shade Inc)
Disappointing anime-inspired Japanese RPG.
Reviewed **OPS2#01**/**Overall 04**

POOLMASTER
(Take 2/Ask)
Dull pool sim, despite some tidy ball physics.
Reviewed **OPS2#02**/**Overall 05**

☆ QUAKE III
(EA/id & Bullfrog)
In Four-player mode, this first-person shooter is the best multiplayer yet. Runs like greased lightning and looks absolutely gorgeous. Buy it.
Reviewed **OPS2#06**/**Overall 09**

RAYMAN REVOLUTION
(Ubi Soft/Ubi Soft)
Animation-quality graphics elevate this classic platformer above others of its kind. New elements add longevity, and make for engrossing gameplay.
Reviewed **OPS2#02**/**Overall 08**

☆ RESIDENT EVIL CODE: VERONICA X
(Capcom Eurosoft/Capcom)
Its captivating story, cinematic atmosphere, kinetic action, frights, thrills and blood-spillage rival 99% of horror flicks for impact. This inhabits the foul pinnacle of its genre.
Reviewed **OPS2#10**/**Overall 09**

RC REVENGE PRO
(Acclaim/ Acclaim Cheltenham)
Last-gen graphics and lack of discernable speed adds up to a completely avoidable kart racer.
Reviewed **OPS2#02**/**Overall 03**

READY 2 RUMBLE: ROUND 2
(Midway/Midway)
Marvellous arcade-based comedy boxing game, pitting ridiculous cartoon fighters against one another in insult-filled brawls.
Reviewed **OPS2#01**/**Overall 07**

RED FACTION
(THQ/Volition)
First-person shooter melding *MGS*-style tactics and the all-out blasting of *Quake III*. Marred only by a little lazy design.
Reviewed **OPS2#08**/**Overall 08**

RIDGE RACER V
(SCEE/Namco)
Initial high hopes scuppered by jagged edges, limited size and a general lack of originality.
Reviewed **OPS2#01**/**Overall 07**

RING OF RED
(Konami/KCE)
A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after something different.
Reviewed **OPS2#07**/**Overall 08**

ROBOT WARLORDS
(Midas Interactive/DaZZ)
Many other superior mech games make this redundant in a somewhat minority genre in the UK.
Reviewed **OPS2#06**/**Overall 04**

RUGBY
(EA Sports/ Creative Assembly)
More akin to *Madden* than *FIFA* in approach, a highly enjoyable and refined take on the sport.
Reviewed **OPS2#08**/**Overall 07**

RUMBLE RACING
(EA/EA)
Fast and furious arcade stunt racer with oodles of challenge and replay value to die for in Two-player mode. A sleeper hit that demands recognition.
Reviewed **OPS2#08**/**Overall 08**

RUNE: VIKING WARLORD
(Take 2/Human Head)
Viking slash-'em-up that should have been confined to the Dark Ages.
Reviewed **OPS2#12**/**Overall 04**

SHADOW OF MEMORIES
(Konami/KCET)
Filmic adventure which keeps the surprises coming with a serpentine plot. Its slant on pure terror will leave you slack jawed.
Reviewed **OPS2#05**/**Overall 08**

the shortlist

SILENT SCOPE
(Konami/KCEO)
Slick but simple shooting gallery-style game where you play a police sniper. Walks the thin line between frustration and progress with grace. Extremely taut and enjoyable.
Reviewed **OPS2#01**/**Overall 08**

SILPHEED: THE LOST PLANET
(Swing!/Treasure, GameArts)
Tedious top-down shooter.
Reviewed **OPS2#03**/**Overall 03**

SKY ODYSSEY
(SCEE/Cross for SCEI)
A flight sim where you don't have to shoot anything, just complete crazy missions. Engrossing and immensely playable. Also includes a 60Hz option.
Reviewed **OPS2#06**/**Overall 08**

SKY SURFER
(Virgin Interactive/ Idea Factory)
Whoever thought that jumping out of a plane attached to a board would make a good game should be duly shot.
Reviewed **OPS2#04**/**Overall 03**

SMUGGLER'S RUN
(Rockstar/Angel Studios)
Mission-based fun in which you escape from the cops with a trunkload of booty. Has impressively large free-roaming environments and is just difficult enough to keep you wanting 'one more go'.
Reviewed **OPS2#01**/**Overall 07**

SPACE ACE
(Digital Leisure/ Cinematronics)
Horrific and ancient arcade port, of which the original was only of cult appeal.
Reviewed **OPS2#04**/**Overall 01**

SSX
(EA Sports Big/EA Sports Canada)
This outrageous, inventive rainbow-coloured high-speed snowboard game is packed with crazy courses. One play and it'll really take your breath away. If the PS2 ever needed an advertisement, this is it.
Reviewed **OPS2#01**/**Overall 09**

STAR WARS: STARFIGHTER
(Activision/LucasArts)
Mesmerising 3D *Star Wars* blaster with engaging missions and film-perfect sound effects. A blindingly good space shooter. Buy this game, you must.
Reviewed **OPS2#06**/**Overall 09**

STAR WARS: SUPER BOMBAD RACING
(Activision/ Lucas Learning)
Cartoon kart racer with wonky AI and derivative gameplay. The Force is weak with this one.
Reviewed **OPS2#08**/**Overall 05**

STREET FIGHTER EX3
(Capcom Eurosoft/Arika)
A decent enough 2D/3D battler, but doesn't give *Tekken Tag Tournament* anything to worry about. Hardcore fans of the series will be in their element. The rest will wonder what all the fuss is about.
Reviewed **OPS2#03**/**Overall 07**

SUMMONER
(THQ/Volition)
One of the best PS2 RPGs. A little ugly, but still a gem-like, sprawling epic bolted to a highly original and moving plot.
Reviewed **OPS2#04**/**Overall 08**

SUPER BUST-A-MOVE
(Acclaim/Taito)
Another update of a classic game, but a pointless one as it adds nothing original to the timeless gameplay.
Reviewed **OPS2#02**/**Overall 04**

SWING AWAY GOLF
(EA Sports/T&E Soft)
Cutesy PSone golf sim let down by a poor conversion.
Reviewed **OPS2#02**/**Overall 03**

TEKKEN TAG TOURNAMENT
(SCEE/Namco)
Fantastically playable and graphically spectacular beat-'em-up. The all-new tagging moves will keep the testy *Tekken* faithful happy.
Reviewed **OPS2#01**/**Overall 08**

TG DARE DEVIL
(Kemco/Papaya Studios)
Mission-based retro car racer that manages to provide no challenge.
Reviewed **OPS2#02**/**Overall 05**

THE BOUNCER
(SCEE/Squaresoft)
Accessible brawler whose adventuring elements are fairly limited. All short-term flash and not a dickie bow in sight.
Reviewed **OPS2#09**/**Overall 06**

THE FLINTSTONES IN VIVA ROCK VEGAS
(Swing! Entertainment/Toka)
Yabba dabba do? Yabba dabba don't more like.
Reviewed **OPS2#12**/**Overall 02**

THEME PARK WORLD
(EA/Bullfrog)
Take on the role of a theme park tycoon for a day. You know the score; rip off the kids, make them sick on the rides, then put more fat in their burgers.
Reviewed **OPS2#03**/**Overall 07**

TIGER WOODS PGA TOUR 2001
(EA Sports/EA Sports)
Pleasingly authentic golf sim which suffers from a seemingly random club control system.
Reviewed **OPS2#06**/**Overall 06**

TIMESPLITTERS
(Eidos/Free Radical Design)
Fast and frantic multiplayer first-person shooter. May look 'old' when beside *Quake III Revolution* but still one of the best 'Shoot your buddies' PS2 games.
Reviewed **OPS2#01**/**Overall 09**

TOKYO EXTREME RACER
(Crave/Ubi Soft/Genki)
Drive around the streets of Tokyo in a car that looks like your granddad's. Sedate, and thus dull, racer.
Reviewed **OPS2#12**/**Overall 04**

UEFA CHALLENGE
(Infogrames/Infogrames)
Buy *ISS* or buy *FIFA* – just not this. Everything that could go wrong in a football game is right here.
Reviewed **OPS2#10**/**Overall 02**

UNREAL TOURNAMENT
(Infogrames/Epic Games)
Satisfyingly gory, over-the-top, extremely violent and immensely playable FPS. Sadly let down by game-hindering jerkiness in the Four-player mode. Get *Quake III* or *TimeSplitters* for the same deal – only a hell of a lot faster.
Reviewed **OPS2#04**/**Overall 08**

VICTORIOUS BOXERS
(Empire Interactive/ESP)
Offbeat Japanese boxing title that sadly lacks the sucker punch.
Reviewed **OPS2#12**/**Overall 04**

WACKY RACES STARRING DASTARDLY AND MUTTLEY
(Infogrames/Infogrames)
Misty-eyed fans of the series will love the visuals, however the average gameplay punctures any nurtured enthusiasm.
Reviewed **OPS2#09**/**Overall 06**

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
(Ubi Soft/Disney Interactive)
Disappointing Disney dance-'em-up. Go for the soon-to-be Platinum PSone version instead.
Reviewed **OPS2#08**/**Overall 04**

WARRIORS OF MIGHT AND MAGIC
(3DO/3DO)
Dreadful non-adventure/RPG.
Reviewed **OPS2#07**/**Overall 03**

WDL: THUNDER TANKS
(3DO/3DO)
An arcade tank sim which is an absolute romp in four-player Deathmatch mode, although blowing up CPU-controlled tanks in single-player isn't much fun. Bursting with acres of suitably OTT weaponry.
Reviewed **OPS2#05**/**Overall 07**

WILD WILD RACING
(Rage/Rage)
Off-road buggy racing game with merely acceptable looks and initially discouraging handling, but challenging stunt courses soon become addictive.
Reviewed **OPS2#01**/**Overall 06**

WORLD CHAMPIONSHIP SNOOKER 2002
(Codemasters/Blade)
Encapsulates everything good and bad about snooker, while still remaining entirely playable.
Reviewed **OPS2#12**/**Overall 08**

WORLD DESTRUCTION LEAGUE: WARJETZ
(3DO/3DO)
Looks like an average PSone game but then manages to bolt on poorly executed gameplay for added debasement.
Reviewed **OPS2#10**/**Overall 02**

X-SQUAD
(EA/EA Square)
Team-based third-person shooter. Enjoyable enough fare, but never inspiring.
Reviewed **OPS2#02**/**Overall 05**

ZONE OF THE ENDERS
(Konami/KCEJ)
A mech game with soul, courtesy of *Metal Gear* guru Hideo Kojima. Incredible range of mech creatures to battle with and a visionary sense of scope. Oh, and it comes with A FREE *METAL GEAR SOLID* DEMO!!!
Reviewed **OPS2#06**/**Overall 09**

database

Can't get hold of one of the games in ShortList? Something gone wrong? Need to check a release date? Here's the definitive list of all the UK PS2 publishers.

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 ODL

CRAVE 00353 617 020
www.cravegames.com
58, Canalot Studios, 222 Kensal Rd, London W10 5BN

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

DISNEY INTERACTIVE 0990 998 877
www.disney.co.uk
c/o PlayStation Careline, PO Box 2047, London W1A 3DN

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 ODA

FOX INTERACTIVE 01932 454 032
www.foxinteractive.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvc.com
44 Wellington St, Covent Garden, London WC2E 7BD

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01279 858 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 OHH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High St, London W8 4SG

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2047, London W1A 3DN

SCi 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

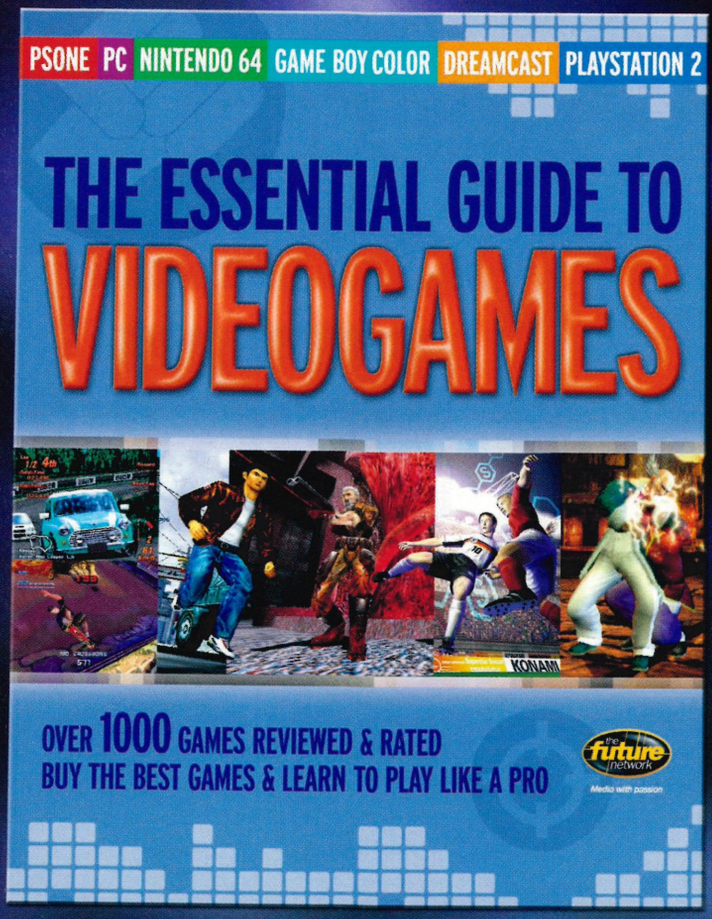
TAKE 2 INTERACTIVE 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke St, Woking, Surrey GU21 5BH

UBI SOFT INTERACTIVE 0208 944 9000
www.ubisoft.co.uk
Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte St, London W1P 1LR

WE'LL ENSURE YOU WON'T BUY ANOTHER TURKEY THIS CHRISTMAS



Brought to you in conjunction with Future Publishing, *The Essential Guide to Videogames* features over 1000 of the most significant gaming titles ever to be released – reviewed by the best writers from Britain's top gaming magazines.

With an all-time classics section, previews of all the major forthcoming titles for PSOne, PlayStation 2, PC, Nintendo 64, Dreamcast and Game Boy Advance, as well as an in-depth look at gaming's newest warriors the GameCube and Xbox, it's a bible for any serious gamer.

And by ensuring you need never buy a turkey again, *The Essential Guide to Videogames* looks after your finances as well. Which is nice.

To pre-order your copy at £17.99 with free p & p call The Carlton Bookshop on 020 8324 5635
Available from all good bookshops from 1st October

the future network
Media with passion

CARLTON BOOKS

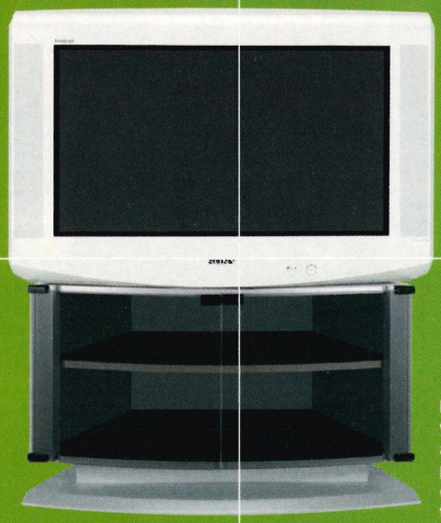
Will it be Fergie's boys for the Cup? You'll be there to see it if it is!

PHOTO: ALLSPORT

WIN ALL THIS! PLUS THE SHIRT OFF RIO FERDINAND'S BACK!

This Is Football 2002 is out in the shops now and to celebrate we've got a massive prize lined up for one lucky reader...

***THIS IS FOOTBALL 2002* IS** SCEE's entry into the PS2 footy market and, as this issue's review shows (see page 115), a pretty good one at that. To celebrate, we've got together with SCEE to offer *OPS2* readers a superb prize. First, the winner and a friend will be whisked away to next May's Champions League Final, all transport and accomodation included. Plied with corporate hospitality, they'll then be rushed home to take delivery of a brand new Wega TV, on which they can recreate the spectacle they've just seen with *This Is Football 2002*. Not enough? Well, how about the shirt off Rio Ferdinand's back? You can win that too!



If there was ever a TV to play PS2 on, truly this is it...

HOW TO ENTER:

1. Write your answer on a postcard and send to *This Is Football 2002* Compo, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Email us with the answer at PS2@futurenet.co.uk – remember to put '*This Is Football 2002* Compo' in the subject line.

3. Please include your name, address and phone number on all competition entries.

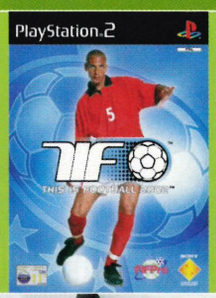
**If you do not wish your name to be used for further marketing information, please state this on your entry.*

THE PRIZE

- ☐ Two tickets to the Champions League Final in Glasgow (15/05/2002)
- ☐ First class transport (train or flight depending on where you're travelling from) to and from the game
- ☐ A night's stay in a top hotel
- ☐ Corporate hospitality at the game
- ☐ A 32" Wega screen TV with Virtual Dolby/Nicam stereo sound
- ☐ Dolby Pro Logic Home Cinema Kit
- ☐ A copy of *This Is Football 2002*
- ☐ Plus! Rio Ferdinand's signed England shirt that he wore for the cover shoot of *This Is Football 2002*

COMPETITION QUESTIONS

1. **AT WHICH LONDON CLUB DID RIO FERDINAND START HIS CAREER?**
2. **IN WHAT YEAR DID MANCHESTER UNITED LAST WIN THE CHAMPIONS LEAGUE?**
3. **WHO WON THE CHAMPIONS LEAGUE THIS YEAR?**



Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Sony Computer Entertainment or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 9 October 2001. If any prize becomes unavailable, Future Publishing and SCE reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply.

See this issue's exclusive *TIF* interview with Rio for clues to the answers..

PHOTO: JAMES CHEADLE

Recreate the Hampden roar with this Dolby Pro Logic Home Cinema Kit.

WIN! ONE OF TWO HPI RS4 CARS PLUS ACCESSORIES

Gran Turismo 3: A-spec has been on sale for two months now, to extend your racing pleasure have a go at winning one of these great HPI model cars...

SO YOU'VE PLAYED *Gran Turismo 3: A-spec* to death, unlocked every single car and know all the tracks like the back of your hand. Now you want to get behind the wheel of a real racing car. Now *OPS2* is about offer you the chance of that all-out driving experience! Well, almost... Because we've teamed up with top radio-controlled car makers Hobby Products International to give away a Nissan Skyline GT-R or a Lotus Sport Elise model car to two lucky *OPS2* readers.

Each of these highly detailed model cars come complete with a radio control unit, glow plug starters and a set of stickers that will make your new remote-controlled vehicle look like an authentic racer straight out of *GT3*!

THE QUESTION

To get your hands on one of these fantastic prizes, just answer this following question:

WHO CREATED THE *GRAN TURISMO* SERIES?

a) Hideo Kojima
b) Kazunori Yamauchi
c) Your dad

THREE WAYS TO ENTER:

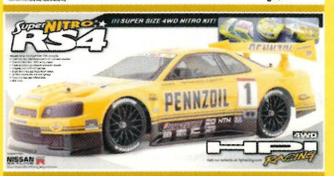
1. Write your answer on a postcard and send to HPI Car Competition, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

2. Email us with the answer at PS2@futurenet.co.uk – remember to put 'HPI Car Competition' in the subject line and include your name, address and phone number.

3. Enter online at www.hpi-europe.com/ps2

**Please state which car you'd like to win on your entry.*

**If you do not wish your name to be used for further marketing information, please state on your entry.*



HPI RACING

Hobby Products International produces a huge range of quality radio-controlled model cars, bodyshells and accessories for street racing up to top level competition use. Included in all HPI kits are complete step-by-step building instructions that show you exactly how to build and maintain your high performance R/C race car.

To see more of the cars available visit HPI's Website: www.hpi-europe.com.

Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Hobby Products International or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 9 October 2001. If any prize becomes unavailable, Future Publishing and HPI reserve the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final. All normal competition rules apply.

The Quiz

Sluggish summer sun blunting your lobe walnuts? Time to sharpen them on the spinning whetstone of trivia that is the the *Official PlayStation 2 Magazine* Quiz.

NH-HELL!

Which cities are home to the following National Hockey League teams?

1. Predators
2. Devils
3. Oilers
4. Mighty Ducks
5. Thrashers

ANAGRAM ROUND

You know the escro...

1. A last fanny fix
2. Then syrup
3. She'll tug a clone
4. Dish prop
5. We'll test mad cab kit

FF FACES

Which *FF* games do these characters come from?

1. Vivi Orunitia
2. Yuna
3. Laguna Loire
4. Aeris Gainsborough
5. Eiko Carol

CRYPTIC ROUND

Unthink the clues in order to reveal the PlayStation 2 game characters. Think laterally not literally...

1. Cilla Black knocking back the pale cream sherry...
2. What's shooting out of my space gun, man...?
3. You can see all the way to the other side of the poppy pasture...
4. Extremity, leg joint, bird of prey...
5. An unfortunate collision for a bow-legged waterfowl...

CHOPPER CHOICE

Which of the following are names of real combat helicopters and which have we made up?

1. Apache
2. Hokum
3. Gecko
4. Tiger
5. Thunderhawk

LOTUS CHALLENGE CHALLENGE

True or not true? Lotus has produced special versions of these cars...

1. Vauxhall Carlton
2. Robin Reliant
3. Ford Cortina
4. Talbot Sunbeam
5. Peugeot 309

STUNTMAN!

See if you can match the stunts to the famous films...

1. Man navigates underside of moving truck with the help of a whip
2. Man drives police bike out of an office window to grab onto hovering helicopter
3. Two men have a fight on wing of Jumbo Jet
4. Man rides horse off hotel roof to land in adjacent roof's swimming pool
5. Man bungee jumps off side of a dam

GRIDIRON BLITZ BONANZA

What do these choice pieces of NFL jargon mean?

1. Line of scrimmage
2. A lateral
3. Spike
4. Hangtime
5. To sack

THE MONSTER MATCH

***Freak Out* is out now. In honour of Linda's stricken siblings, supply the monstrous alter egos to these individuals.**

1. Bruce Banner – a physicist trying to lose his alter ego
2. Dr Curt Conners – a man with a cold-blooded other
3. Edward E Nigma – riddle us this one, Bat fans
4. Seth Brundle – bugged by a nasty case of transformation
5. Norman Bates – he never let go of those apron strings

answers (USE A MIRROR)

NH-Hell!
1. Nashville
2. New Jersey
3. Edmonton
4. Anaheim
5. Atlanta

Anagram Round
1. Final Fantasy X
2. Spy Hunter
3. Lotus Challenge
4. Dropship
5. Twisted Metal: Black

FF Faces
1. FFIX
2. FFX
3. FFVIII
4. FFVII
5. FFIX

Cryptic Round
1. Lara Croft
2. Rayman
3. Claire Redfield
4. Tony Hawk
5. Crash Bandicoot

Chopper Choice
1. Real
2. Real
3. Fictional
4. Real
5. Fictional

Lotus Challenge Challenge
1. True
2. False
3. True
4. True
5. False

Stuntman!
1. Riders Of The Lost Ark
2. Terminator 2
3. Die Hard 2
4. True Lies
5. GoldenEye

Gridiron Blitz Bonanza
1. The line dividing the teams at the start of each play
2. A pass thrown behind or parallel to the line of scrimmage.
3. A ball thrown down in celebration after a touchdown.
4. The period of time the ball is in the air during a throw.
5. Tackling a quarterback on his side of the line of scrimmage.

The Monster Match
1. The Incredible Hulk
2. Lizard
3. The Riddler
4. Brundle Fly
5. His mother

your rating

35-50 DVD	**15-25** Betamax
25-35 VHS	**0-15** Flip book

WHAT IF...

GIRLS WERE THE MAIN BUYERS/ PLAYERS/CREATORS OF PS2 GAMES?

THE DATE: **2001**
THE PLACE: **A WORLD WHERE XX CHROMOSOMES DOMINATE GAMING...**

They moan if you forsake them for 'just one more game' on *ISS*, so what would the world be like if the female demographic made games?

WORDS: PAULA FITZPATRICK/ILLUSTRATION: MS BARRAS

PLAYSTATION 2 CHARTS

Brought to you in conjunction with Fair Game Stores (02/09/2001)

	TITLE	DEVELOPER	PUBLISHER
1.	THE GRAND TOUR 3	PollyAnna Digital	SCEE
2.	CLUBBER CLOBBER	SCEE	SCEE
3.	HARVEY NICS SALE 24 HOURS	Slingback Interactive	SINergy
4.	BARMY HEN: SILLY CLUCKERS	3D-VA	3D-VA
5.	LARRY CROFT AND THE FOOT SPA OF KRANG	Babylon	Games Ouidos
6.	PROM SCREAM 2	Komami East	Komami
7.	SHORT SHORTS FOOTY 4	Komami	Komami
8.	ER 4: KOVAC IN CRISIS	Shrinkwrap Games	Take 2/Drop 1/Pearl1
9.	SEX AND THE CITY	FourPl@y	Copecom
10.	CAT FIGHT ARENA	Ovum	Nanco

1 THE GRAND TOUR 3

Sandra Kazanori's legendary matchmaking sim makes its PS2 debut and finds UK game girls swooning. From the photo-realism of the European locations, to eerily headstrong suitor AI, this is a rich assault on the senses that pushes all the right buttons.

2 CLUBBER CLOBBER

The beat-'em-up genre gets a whole new set of moves with this Bemani makeover. Set in real clubs from Cream to Hedonism, 'fighters' defeat their opposition by eclipsing them on the dance floor in a series of one-on-one dance-offs. Do you choose an inelegant but booze-fuelled all-rounder like Kajiya or a Hard House specialist like Dee and risk a Will Smith remix coming over the system? Have you truly got what it takes to become Queen of the Neon Podium?

3 HARVEY NICS SALE 24 HOURS 2001

The endurance shopathon hits the top three this month, in a game where combos are king. This first-person shopper comes with all the must-have designer collections, and the opportunity to use a well placed elbow in the ribs to get what you want. The multiplayer credit card deathmatch is a blast!

4 BARMY HEN: SILLY CLUCKERS

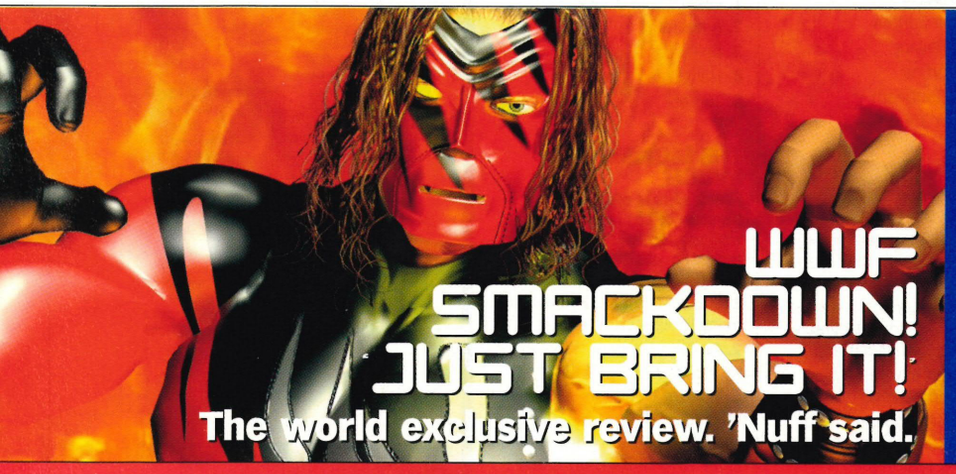
This time Babs, leader of the henhouse has been kidnapped by the Greasy Geese™ and her sisters 'hatch' a plan to rescue her using a re-animated super fowl. Perhaps they should have chosen one that wasn't decapitated! Can the hens steer their headless chicken to victory or is Babs's goose well and truly... cooked?

5 LARRY CROFT AND THE FOOT SPA OF KRANG

Larry makes a welcome return. Yes, his lunch box is still packed, but don't be distracted 'cause the real meat is in the suspense-filled story. Croft is hired to recover the artifact of the title only to find that shadowy society, Brotherhood of the Fallen Arch are out to stop him and get the spa for themselves. Evil's afoot. Can Larry save the day?

Is this the future (or just the start of a bulging postbag)?

//With one-on-one dance-offs, have you got what it takes to be Queen of the Neon Podium?//



NEXT MONTH IN THE NOVEMBER ISSUE OF

PlayStation.2 OFFICIAL MAGAZINE-UK

- ☐ Meet a new breed of hero in Rockstar's revolutionary first-person shooter ***Max Payne***
- ☐ Behind the scenes with Amuze's ***Headhunter***
- ☐ Why ***Devil May Cry*** will scare you rigid
- ☐ Part Two of our Official ***Gran Turismo 3: A-spec*** Guide

Plus! Tony Hawk's 3 / Rez / Win a DVD collection! / Grand Theft Auto 3 / PaRappa 2 / And the only playable DVD around!

PLEASE NOTE: ALL CONTENTS SUBJECT TO CHANGE

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 13/ON SALE: WEDNESDAY 10 OCTOBER

simplygames.com

...laughing like Hyenas in the face of Highstreet prices...

PS2 Games

Bloody Roar 3	£36.99
Code Veronica X	**£34.99**
Crazy Taxi	**£32.99**
Dead or Alive 2	£35.99
Dynasty Warriors 2	£19.99
Ephemeral Fantasia	£34.99
Extermination	£34.99
Fantavision	£27.99
F1 2001	£34.99
Gran Turismo 3	**£32.99**
Madden 2001	£34.99
Metal Gear Solid 2	**£37.99**
Moto GP	£32.99
Music Generator 2	£31.99
NBA Street	£34.99
Oni	£32.99
Onimusha	**£35.99**
Quake 3 Revolution	**£34.99**
Rayman Revolution	£33.99
Ready 2 Rumble Round 2	£24.99
Red Faction	**£33.99**
Ridge Racer V	£29.99
Ring of Red	£34.99
Rugby 2001	£29.99
Shadow of Memories	£32.99
Shadowman 2	£36.99
SSX	**£33.99**
Star Wars Starfighter	£32.99
Streetfighter Ex 3	£34.99
Tekken Tag	£33.99
The Bouncer	**£35.99**
Time Splitters	£33.99
Unreal Tournament	£34.99
ZOE	£31.99

+ many more!

Gran Turismo 3 - £32.99

Red Faction - £33.99

Onimusha - £34.99

We sell DVDs too!

Hardware

Playstation 2 Console	£259.99
PS2 Memory Card	**£23.99**
Official Dual Shock 2	£18.99
Dragon Multitap	£19.99
DVD Region X	£15.99
i-Link Cable	£17.99
McLaren Wheel	£54.99

WARNING! Our prices are incredibly low, and can induce a state of over-excitement in the unwary. Simplygames.com does not accept liability for high blood pressure, fainting, forehead slapping or other symptoms of over-excitement...

Simplygames.com - Saying YES to Gran abuse

Incredible Bundles!!!

The PS2 'AAA' Title Clash!
PS2 Console, Gran Turismo 3, Onimusha, an extra Dual Shock 2 and an Official 8MB Memory card...
all for £359.99 - you save £50!!!

Amazing Prices at Britain's Best Online Games Store!

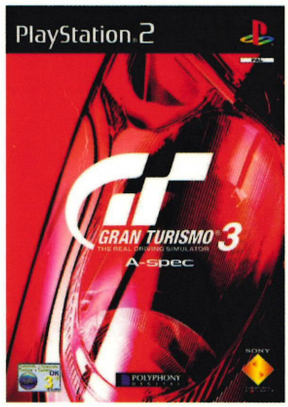
www.simplygames.com

Tell us how you found us! Name this mag when you register, and earn 25 loyalty points on your new account - offer ends November 25th 2001

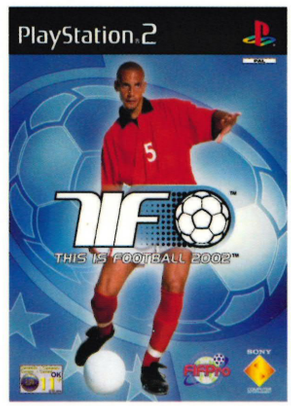
www.simplygames.com

All prices correct at time of going to press. All titles subject to availability

ARE YOU A PLAYER?

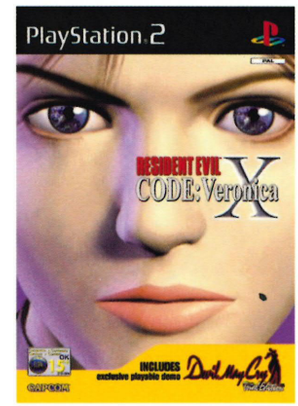


GRAN TURISMO 3



THIS IS FOOTBALL 2002
Released 28th September

DARK CLOUD
Released 21st September



RESIDENT EVIL
CODE: VERONICA X
(Includes playable demo
of Devil May Cry)

WHATEVER TURNS YOU ON
Virgin megastores